

THE OFFICIAL STRATEGY GUIDE

ORIGIN™

WING COMMANDER PROPHECY™



PREMIUM
SECRETS
OF THE GAMES

ORIGIN'S OFFICIAL GUIDE TO

WING COMMANDER PROPHECY



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Captain Space Monkey Awards for Excellence in Interstellar Assistance are joyfully and gratefully awarded to the following:

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And for the brave few, for whom there was no question too frequent, too confusing or too daunting, the Commodore Space Monkey Award With Two Epaulets is bestowed with all honors upon:

Tim Bell, J. Allen Brack, Billy Cain, Kenny Hott, Mark Leon, Grant McDaniel, Ben Potter, Rhea Shelley

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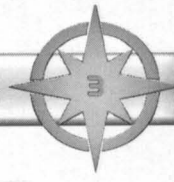
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How to Use This Book

History and Biography. This chapter gives a brief background to the history of this conflict and its participants. Bios for each pilot list their flight stats — explanation for these stats appears on p. 30 and p. 144.

Strategies and Tactics. If you are looking for some general advice on the finer points of flight and weaponry, and a general understanding of the game, you might check out this chapter. Major sections include:

What's New (p. 50) Difficulty Levels (p. 61) Simulator Missions (p. 64)
Hints and Tips (p. 52) NAV Map (p. 62)

Game Mechanics. This chapter contains the low-down on all the ships and weapons in the game, as well as their power, shield and damage systems. You can also find out about the game's mission rating system, learn how pilots' stats affect their flying and read about the combat doctrine built into the game.

Missions. This is where it all comes to light — the conversations you'll have before, during and after each mission, the Alien forces you're up against, the battle situation at each NAV point, the consequences of winning and losing. Each mission is listed by name and system in the table of contents on page 5. The **Mission Introduction** section (p. 150) explains how to use the mission writeups, and the **Mission Flowchart** (pp. 154-155) will help you figure out where you are and where you are going. (**Note:** Writeups for the simulator missions are in the **Strategies and Tactics** chapter, beginning on p. 64.)

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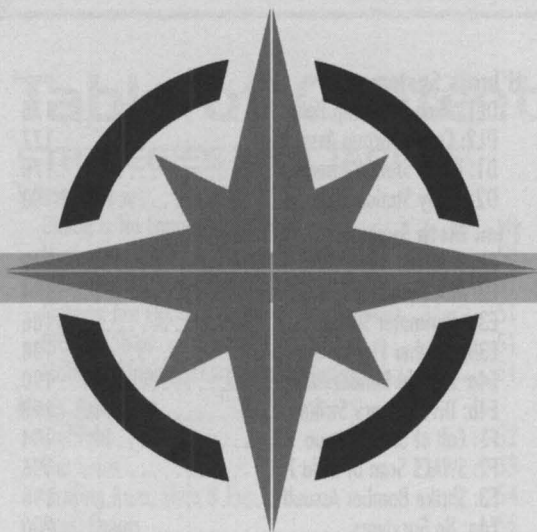
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Original concept art by Syd Mead.

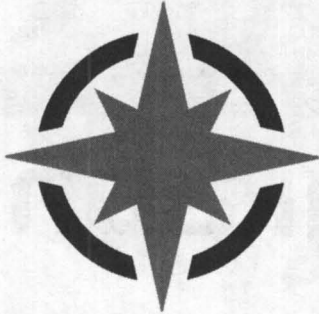
History and

Biography





MODERN HISTORY



Terran Confederation

In the 20th century, the human race first gained the capability to travel outside their own biosphere. In the 21st century, they began serious colonization and terraforming efforts on the other worlds of the Sol system. By the 23rd century humanity had begun to explore and colonize the planets of other, nearby stars. It was not until 2416, however, with the discovery of the "faster than light" Akwende Drive (or, less formally, "jump drive") that humanity truly made the leap to the

stars. In the next two centuries, the human race exploded out from their home planet, colonizing literally hundreds of planets. They encountered life — some of it intelligent — but for many decades they found no evidence of other starfaring races.

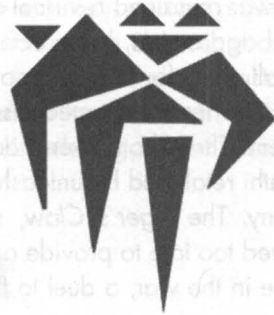
Seemingly alone, with the vastness of all space before them, humanity began to pull together socially and politically to a degree never before seen. The Terran Confederation was formed — a loose alliance of colonies, planets and systems, each with their own autonomous government. The Confed was designed to provide economic support and a common defense between the interstellar outposts of humankind. Even in those days of unprecedented cooperation between human cultures, Confed still remained significantly military in function. Even in space, humans still disagreed — sometimes violently. Confed was designed to serve as a mediator and, if need be, an enforcer in such conflicts.





Kilrathi Empire

The Kilrathi are a race of intelligent, civilized aliens. Their biology is extremely similar to that of Terran mammals, and to human eyes they have a distinctly feline appearance. For thousands of years their civilization has existed as a single fractious, militaristic empire. Based on the concept that the race is perfected both physically and spiritually by warfare, the empire was, historically, a constantly teeming mass of feuds, vendettas and revolutions.



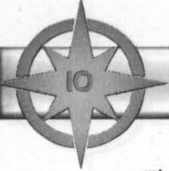
Some time around the dawn of the Terran 23rd century, however, something happened that finally drew the Kilrathi race together in a common cause. Their homeworld was visited by a race of peaceful interstellar explorers. The Kilrathi obtained the spacegoing technology of their visitors — first through guile, then by force — then went forth and conquered the aliens' home world and colonies. At that point the Kilrathi, like humanity a bit further up the Orion arm of the galaxy, began to expand aggressively into space. Contact was only a matter of time.

Terran-Kilrathi War

The Kilrathi were first encountered by the Terran Confederation scout ship *Iason* in 2629. About 20 minutes after first contact, and without previous communication, a Kilrathi ship destroyed the *Iason*. For the next four years the Kilrathi refused — violently — all offers of trade (other than the occasional ransom) or diplomacy, while steadily expanding their piratical operations into Confed Space. In 2634, after the unprovoked destruction of an unarmed transport filled with children, Confed formally declared war on Kilrath. The war was to last for 35 years, claiming the lives of 2.1 trillion humans and 7.4 trillion Kilrathi.

The first five years of the war were perhaps the most hellish, with the Kilrathi unleashing massive blitzkriegs of suicide fighters at Confed fleets, and indiscriminately employing weapons of mass destruction against civilian targets. Strategically, the first five years centered around the struggle for the Kilrathi-occupied world of McAuliffe, which was finally retaken by Confed in 2639, in a massive strategic ambush engineered by Captain Geoffrey Tolwyn.

In 2644 the morale of the Confed was boosted when, in order to cover the retreat of evacuating ground forces, the carrier TCS *Tiger's Claw* fought a long and heroic delaying action against a far superior Kilrathi force. This action, which resulted in the deaths of more than half the *Tiger's Claw* fighter pilots, came to be known as Custer's Carnival. Two gold stars — the highest military honor in Confed — were awarded to pilots from the *Claw*. One of the awards was posthumous; the other went to a young lieutenant named James Taggart, callsign "Paladin."



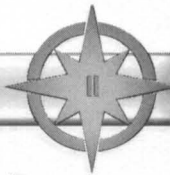
The war remained a virtual stalemate for the next decade. The Kilrathi scaled back their suicidal aggression, but erected an unyielding defense of their home space, steadfastly refusing all offers for peace negotiations. The next major Confederation victory did not come until 2654, when the Confed discovered and destroyed Kilrathi Central Command in the Venice system. The Kilrathi were forced to retrench command operations on their home world. The Kilrathi retaliated by unleashing biological weapons against Confed's undefended Goddard colony. The *Tiger's Claw*, still in commission, was dispatched to support Goddard, but arrived too late to provide anything but revenge. Nonetheless, the *Claw* won its second epic battle in the war, a duel to the death against the new Kilrathi dreadnought *Sivar*.

A third spacefaring race, the unassuming, birdlike Firekkan, were discovered in a remote corner of the galaxy between Kilrathi and Confed space. They briefly became a point of contention in the war, as Kilrah tried to conquer Firekka (apparently with the sole view of using it as a ceremonial site for a religious ritual) and the Confed pledged to aid the bird people.

In 2656, Confed attempted to repeat its success at Venice with a surprise offensive against the Kilrathi sector headquarters of K'Tithrak Mang. The attack failed, and the redoubtable *Tiger's Claw* was destroyed, when the Kilrathi deployed highly experimental "invisible" stealth fighters against the invasion force. Only one young pilot actually saw the cloaked fighters and survived, and his report was dismissed as a lie designed to cover up cowardice or some darker treachery. Although there was not sufficient evidence for a court-martial conviction, public opinion (and yellow journalism) branded Christopher Blair the Benedict Arnold of the Kilrathi war. The war entered another decade of bloody stalemate.

In 2667, the Kilrathi empire was torn by internal strife and rebellion, and Confed reacted with an aggressive offensive into Kilrathi space. As the tide of war turned decisively against the Kilrathi, they at last offered a cease fire to humanity. The exhausted Confed forces were ordered to stand down pending the results of peace talks. However, the whole peace process was revealed as a treacherous ruse when the Kilrathi mounted a major attack against Earth itself. A small but determined fleet, tipped off by hints and rumors of treachery, managed to repel the invasion force, but only after the annihilation of several Terran cities and the loss of billions of human lives. Across the galactic frontier, the Kilrathi mounted a major offensive that pushes Confed forces steadily back with huge losses. For the first time, the tide of war shifted decisively against the humans.

In increasing desperation, the Confed high command was forced to consider the unthinkable, the total annihilation of the Kilrathi homeworld as the only possible path to peace. Two secret operations began. One, under the aegis of Admiral Tolwyn, involved the construction of a planet-killer energy weapon called the *Behemoth*. The other, engineered by General James Taggart and known only to a handful of top-secret operatives and senior Confed leadership, involved constructing a succession of secret waypoints into the heart of Kilrah space, which could be used by a small force of jump-capable fighter craft to approach and deliver a plan-



et-destroying Temblor bomb against Kilrah. When the *Behemoth* was betrayed by a Kilrathi deep-cover agent and destroyed, Colonel Chris Blair, his name long-since cleared, successfully delivered the Temblor bomb. Confed was amazed when the Kilrathi almost instantly offered a unilateral, unconditional surrender and formally dissolved their empire. With the death of the emperor and the destruction of the homeworld, the Kilrathi regarded the soul of their race as irretrievably lost.

Border Worlds Conflict

Also known as the Black Lance Affair, this small war in 2672 stands as the only significant human vs. human interplanetary conflict of the last century.

The Union of Border Worlds is a small, loose federation of independent colonies on the remote edge of Confed Space. War was triggered when unidentified forces began unprovoked attacks on civilian Confed shipping. Angry demands that the Border Worlds provide protection for shipping in their space were met with equally angry accusations of Confed military units attacking peaceful Border Worlds colonies. Rapidly, Confed became convinced that the Border Worlds were sponsoring wholesale piracy, while the always-insular Border Worlds were equally certain that Confed was exercising a naked power grab.



The incident came to a head when a small group of Confed officers defected to the Border Worlds. Convinced that neither side was operating out of overt malice, they uncovered evidence that the whole conflict was the work of a secret military force that called itself the Black Lance.

Eventually the defectors uncovered the whole story. The Black Lance comprised genetically engineered humans secretly bred for use against the Kilrathi. The mastermind of the whole plot was revealed to be the Confed war hero Admiral Tolwyn, as part of a mad quest to perfect the human race through continual warfare. When evidence of the conspiracy was revealed to the Confederation Senate (chaired by Speaker James Taggart), the two states joined forces against the Black Lance provocateurs, while Tolwyn hung himself in a prison cell.





Megacarrier Program

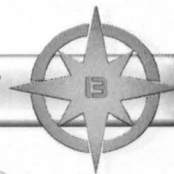
In the decade after the end of the Kilrathi conflict, the Confed fleet has begun to grow obsolete and unreliable. The Border Worlds conflict, in addition to increasing sedition and criminal activity among the Kilrathi, proved that even after the long war, space remains a very dangerous place. The Confed eventually began considering the most efficient way to prepare for the unthinkable.

After long debate, strategy has centered upon a small fleet of strategic megacarriers. Virtual mobile fortresses, these super-cap-ships will carry marines, fighter-bomber squadrons, and a vast arsenal of main weapons. With each megacarrier mounting the firepower of a small wartime fleet, they will be able to address most disturbances just by their presence. If more force is needed, they can serve as the foundation of a task force or a whole fleet.

Although some critics charge that the Confed is risking all by putting "all their eggs in one basket," while others claim that the whole program is a wasteful squandering of the post-war "peace dividend," a crack team of scientists, engineers and veteran officers has been assembled to create the perfect strategic spacecraft.

The first megacarrier, the TCS *Midway*, is finally readied and launched, and deployed to former Kilrathi space. In the first six weeks of its shakedown cruise, it receives a baptism of fire against a well-organized Kilrathi pirate fleet consisting of a refitted Confed corvette, several armed transports, and almost 50 war-era fighter craft, all operating out of a secret and heavily armed base. The *Midway's* forces — at the time consisting of a short fighter squadron and barely a company of marines (a small fraction of its actual planned complement) — acquits itself admirably against the renegades, shutting down the pirate operation completely at a cost of only two scout fighters and their pilots.





BIOGRAPHIES

Commodore Christopher "Maverick" Blair

Chris Blair is the most decorated fighter pilot in Confed history, the 11th greatest ace of the Kilrathi conflict*, holder of the all-time record for Kilrathi ace kills, and universally hailed as the "Savior of the Confederation."



He wanted to be a crop duster.

Born to subsistence farmers on a remote colony world, Blair's father died in a farm-equipment accident when he was young, and his mother went off-world to find work. She later remarried, leaving Christopher to be raised by his maternal grandparents. A serious, studious child, Blair applied himself diligently to his studies. He conceived his ambition to become a pilot about the time he entered high school. Since extracurricular activities were necessary for an Academy appointment, he took up wrestling. Applying himself to the sport with his usual tenacity, by his senior year he was able to qualify as all-sector and take planetary champion in his weight class (which sounds more impressive than it was, given the population of his planet). His home system was allowed one at-large Space Force Academy appointee every three years. Between his athletic achievements and a straight-A GPA, Blair was able to secure his place in the 2650 plebe class.

Blair's original ambitions were to serve out his six-year Academy obligation, then take his accumulated combat pay and flight training back home, where he'd continue a personal (and hopefully profitable) air war against the virulent insectoid pests of his home world.

At the Academy, Blair achieved his usual level of quiet competence. His GPA dropped from an A to a B in his freshman year, and never dropped again after that. His flight instructors praised his analytical, by-the-book precision in space. He was originally given the callsign "Maverick" as an ironic reference to his by-the-book approach.

**Blair's kill ranking is higher than it sounds, because of the period during which he flew. Most of the top aces of the three-decade Kilrathi Conflict flew during its bloody early years, when defensive technology on both sides was minimal, and the Kilrathi were far more inclined to all-out suicide assaults than they would become in the later years of the war. Blair and Maj. Todd "Maniac" Marshall are the only aces in the war's top 40 to enlist after Custer's Carnival, making Blair and Marshall far and away the top aces of their generation.*



Upon graduation, he was posted to the *Tiger's Claw*. Almost 15 years old, the *Claw* was by no means the cutting edge of Confed military tech, but its roster of fighter pilots, under the command of Major James Taggart, was legendary. Even the Kilrathi viewed the *Claw* (with its totemistic, feline name) with an almost superstitious dread and hatred.

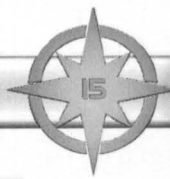
Even among this illustrious crew, however, Blair rapidly distinguished himself. Quiet and unassuming between missions, he rose through the ranks on his flying prowess alone. Among numerous other achievements, it was during his initial year aboard the *Tiger's Claw* that he first earned the enmity of the Kilrathi Crown Prince, Thrakhath.

Blair's rising star fell rapidly, however, when the *Tiger's Claw*, on a raid against the Kilrathi sector headquarters at K'Tithrak Mang, was attacked and destroyed by Kilrathi fighters equipped with their newly invented cloaking device. Only a handful of pilots out on patrol survived the attack on the *Midway*, and of these pilots only Christopher Blair saw the Kilrathi cloaks in use. However, his "black box" flight recorder malfunctioned, and his stories of "disappearing" Kilrathi fighters were dismissed as an excuse to cover his own cowardly retreat. Although his court-martial could not muster sufficient evidence for a conviction, his fleet commander, Admiral Tolwyn, fervently believed that Blair was a coward, and pulled strings to see that he was posted as far from the front lines as possible.

At this point in his career, there was nothing to prevent Blair from continuing with his original plans and returning home after his six-year Academy obligation was over, but his characteristic tenacity asserted himself in the form of a colossal stubbornness. He refused to resign from the Space Forces until his name was cleared. (Perhaps he wouldn't have been so adamant if not for the publication in 2657 of the "nonfiction" book *A Treacherous Hero*, by Janet Williamson, a sensationalist exposé of his supposed "betrayal" of the *Tiger's Claw* that remained on the bestseller lists for almost a year.) Blair remained assigned to the remote and desolate Caernavon station for 10 years, branded throughout Confed as "The Coward of K'Tithrak Mang."

In 2666 the war finally came to Caernavon. Almost by accident Blair saved the carrier TCS *Concordia* from a Kilrathi strike force. With the wounded *Concordia* chronically short on pilots, they were forced to make maximum use of Blair's talents. About the same time, the Kilrathi started deploying cloaked fighters on the front lines, confirming Blair's long-contested report. Between this new evidence and his contributions to the Caernavon operation, his reputation was cleared at long last, his rank was restored (with back pay) and he was officially reassigned to the *Concordia*. The commander of the *Concordia's* fighter squadron was Colonel Jeanette "Angel" Devereaux, a fellow survivor of the *Tiger's Claw*, and she and Blair formed a romantic relationship.

Over the next four years, Blair flew as few pilots had flown before. At the time he was in his early 30s, at the height of both skill and experience, and he had something to prove. Hardened by experience, he was now willing to take chances, bend the rules and butt heads with the brass when he felt it was necessary. During those four years, he averaged over 400



confirmed kills per year. Early in that period he achieved two important personal vindications — a key role in the final downfall of K'Tithrak Mang, and the capture of Prince Thrakhath (though Thrakhath later engineered an escape back to Kilrathi space).

When the *Concordia* was destroyed and Admiral Tolwyn had Blair reassigned to the dilapidated TCS *Victory*, Blair assumed it was because of a lingering grudge, but Tolwyn's real plans were far subtler than that. He actually saw the unassuming *Victory*, and Blair in particular, as central figures in his elaborate scheme to destroy Kilrah with the new, top-secret "Behemoth" project. When the Behemoth project was betrayed by a Kilrathi deep-cover operative, Blair was again approached to take the lead on an alternative plan, to deliver the Temblor bomb to Kilrah. At the same time, he learned that Angel had been captured by the Kilrathi and executed while preparing the Temblor project.



The Temblor operation made Blair the Confed's greatest war hero, but he was characteristically uncomfortable in the spotlight. He married and returned home to, at last, attempt to become a farmer. However his marriage ended badly and his farm never showed a profit. (He has never remarried.) He was on the verge of bankruptcy when Admiral Tolwyn recalled him to active duty to fly in the Border Worlds conflict.

During this action Blair, together with several of his wartime comrades, transferred their allegiance from Confed to the Border Worlds, when they came to believe that the entire conflict was being engineered by the elite Black Lance Confed flying unit. It was directly due to the actions of Blair and his cabal of defectors that the Black Lance conspiracy, and Tolwyn's part in it, was revealed to the Confederation senate. Once again, Blair had come through apparent disgrace to be hailed as a hero.

Blair spent the next few years as a flight instructor at the Academy, until he was approached by James Taggart, now chairman of the Confed Senate's Armed Forces Committee, to return to active duty as chief military liaison for Confed's new "megacarrier" program. For administrative reasons, Blair transferred his commission from the Space Force to the Navy, where he was promoted to the rank of Commodore. Blair's current ambitions are to see the first active-duty megacarrier, the TCS *Midway*, through its shakedown cruise, then begin an active semi-retirement consisting of research, teaching, and the occasional low-key public appearance.

(See **Pilot Stats**, p. 144, for an explanation of the following statistics.)

Loyalty	3	Ejection	4
Gunnery	5	Verbosity	3
Flying	5		



Second Lieutenant Lance Casey

Any discussion of Lance Casey's life (at least at this early point in his career) must begin with his father. Major Michael Casey began his career when he was assigned to the TCS *Tiger's Claw* after it lost more than half its fighters in the legendary battle ironically dubbed Custer's Carnival. An ROTC-trained pilot, Mike Casey served adequately but with little inspiration for two years. He would probably have been rotated out to shore duty, except that in late 2647 he received news that his wife and 15-month-old daughter had been killed in a Kilrathi terror raid on their undefended home planet. After the funeral, Casey's kill ratio showed an almost immediate jump to about twice its former levels, and from there it kept climbing. Casey never disobeyed orders or took overtly suicidal chances, he just became extremely good at killing cats. Both in and out of battle, he cultivated a dispassionate, emotionless demeanor that soon earned him a new callsign — "Iceman." By the time the Iceman's next scheduled rotation came around, nobody on board the *Tiger's Claw* was inclined to argue when he requested to remain at his current assignment, and there he stayed for seven years, becoming one of the top aces on the *Tiger's Claw's* already legendary flight roster.



In 2655, shortly after the Firekka engagement, Casey took some long-delayed shore leave. While on vacation, he met Kylie Richards, a waitress. A few months later, Casey hastily arranged a one-week emergency leave during which the two were married. Six weeks later, Michael Casey was captured and killed by the Kilrathi. Six months after his parents' marriage, Lance Casey was born.

Lance Casey's academic career was undistinguished. His main extracurricular activities were sports, earning team honors on several different squads. In general, however, he did little to distinguish himself either positively or negatively. After high school he took a couple years off, living at home and assisting his mother with the spaceport diner she had recently purchased. During his final year of eligibility, he applied to the Space Force Academy and was accepted, in part due to special favors granted to the orphan children of aces.



During his Academy years, Casey found himself. He proved to be a natural pilot and this new calling gave him the motivation to firm up his grades. He did not, however, become a model officer cadet. Along with his new confidence and motivation came a new brashness, and he accumulated a truly exceptional collection of demerits.

Upon graduation, in a misjudgement on a scale only a military bureaucracy is capable of, Casey was assigned to a milk run — shuttling ambassadors and other high-powered diplomats around the Confed in ultra-fast, luxurious transports. His performance in the cockpit was exemplary, but the assignment left him entirely too much leisure for mischief between missions. He narrowly avoided career-ending charges several times.

Unbeknownst to Casey, however, his career was being quietly monitored by his father's former commander and best friend, Senator James Taggart, a man with almost godlike influence in the Space Forces. It was due to Taggart that Casey was rotated off diplomatic duty and onto the new megacarrier TCS *Midway*. Taggart hopes that in the discipline of active duty and (in due time) elite fighter squadron, Casey would find the last key piece to the ongoing puzzle of his purpose in life.



Major Todd "Maniac" Marshall

Maniac has been described as "a legend in his own mind," but in his case the reality doesn't lag far behind the fantasy. Now in the twilight of his active-duty career, Marshall is seen as a living example of those uncontrollable, larger-than-life figures that sometimes stride across the pages of military history — the modern descendent of Von Richtofen, Patton, Yeager ... and Custer.



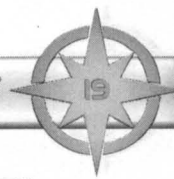
Marshall's father, Arnold "Boomer" Marshall, was a star college athlete who was drafted into the Marine corps during the early days of the war, where he served as a platoon leader, attaining the rank of Captain. When a debilitating wound to the shoulder ended his military career and hopes for professional sports, Marshall became the assistant coach of a minor-league football team. The youngest of four sons, Todd grew up in an environment most charitably called "intensely competitive." If he made straight As in school, it was because Bs were regarded as failure in the Marshall household, and failure was not tolerated. Todd's size, speed and home life also conspired to make him a solid first stringer in all school sports. He was accepted into the Academy on an athletic scholarship.

Many who have reviewed Marshall's Academy record are amazed at how little it echoes his flamboyant "Maniac" persona. His grades were good, and his disciplinary record is largely clean (other than a couple of demerits for borderline insubordination, and an occasional reference to undue boastfulness in a faculty evaluation). In the cockpit, however, he rapidly earned his callsign. His high-risk, seat-of-the-pants flying style came far closer to washing him out of the Academy than his grades or conduct ever did. Only the fact that his marksmanship and simulator scores were the highest in his class allowed him to graduate with his wings.

After they were posted to the *Tiger's Claw*, Maniac's rivalry with Blair began to intensify. In the Academy Maniac had always been the brilliant (if erratic) star, and Blair had faded into the background. In combat, however, Blair's no-nonsense efficiency exerted itself, and Maniac found himself challenged in the only benchmark that really mattered — the killboard.

Like Blair, Maniac faced early disgrace. He accidentally destroyed a Confed ship, resulting in the deaths of 16 people. He was cleared of any charges in the incident, but it shattered his self-created illusion of invincibility and led to a long depression ending in nervous breakdown. He was hospitalized for several months and thus survived destruction of the *Tiger's Claw*.

In a more civilized war he might have been medically discharged and sent home, but Confed could not afford to discard pilots of Marshall's caliber, even if they were damaged. Upon discharge from the hospital, Marshall was assigned to a test pilot unit, a role at which he excelled. During this time as a test pilot his swaggering, wise-cracking Maniac persona fully emerged.



The need for top fighter pilots at the front remained chronic, and eventually Marshall returned to combat. He showed no sign of his former instability. His flying was more confident and tactically innovative than it had been as a rookie. The legend of the Maniac began to grow. His most spectacular exploit came while leading a wing of light fighters on a routine patrol in Deneb sector. Unexpectedly, they came upon two heavy Kilrathi battleships. With no torpedo bombers available, Maniac's whole strike fleet was completely vulnerable to a strike from the cap ships, except that Maniac, through dazzling piloting alone, actually managed to maneuver the two ships into a fatal collision with one another. To this day tacticians still study the tapes of the mission and argue whether the feat was sheer brilliance or sheer dumb luck. With the Maniac, however, the dividing line between the two is never completely clear.

Over the last decade of the war, Marshall flew constantly, rotating between combat tours and test pilot postings. Eventually Tolwyn had him assigned to the *Victory*, an assignment which, like Blair, he originally saw as a punishment. Marshall flew with Blair on the mission to Kilrah, and flew the last escort fighter destroyed on the mission, at the very edge of Kilrah's atmosphere. He ejected and was taken prisoner by the Kilrathi, and was "interrogated" viciously on board a dreadnought for several hours. However, once they absorbed the full import of the homeworld's destruction, they gave him medical treatment and a ceremonial release.

After the war he resumed his pattern of alternating combat tours and test piloting, but the emphasis shifted towards testing — Maniac had little patience with peacetime patrol duties. When the Border Worlds conflict erupted, Marshall approached Admiral Tolwyn personally to request another chance at a combat tour. After that conflict he resumed the only adult life he'd ever known. He did manage over the course of several years to add several dozen Kilrathi to his lifetime kill total, thanks to increasingly fractious pirates, smugglers and rebels within the shards of the old empire.

Maniac's attitude towards command responsibility is mercurial to the point of schizophrenia. He often complains loud and long about less-senior pilots getting promoted over him, but he also has been known to resist or even outright refuse any career-building assignments that threaten to take him out of the cockpit. Accepting the posting to the *Midway* as a personal favor to Senator Taggart, Maniac is at last contemplating the possibility of a career change, possibly retiring from active duty to become a consultant and test pilot for a civilian defense contractor. He's also making plans for his memoirs; working title, *Me: The Life and Battles of "Maniac" Marshall*. He has been married twice — one relationship lasting three years, the other, 22 days. He has no children.

Loyalty 4

Gunnery 5

Flying 5

Ejection 4

Verbosity 5

Squadron Black Widows



Chief Petty Officer Rachel Coriolis

CPO Rachel Coriolis is the most decorated enlisted female in the Confed Navy, and generally regarded as one of the top five naval engineers on active duty (the other four all being flag-rank officers).

Coriolis was born on a Navy base, the middle child and only girl in a family of five. Her father was a Navy MP and career enlisted man, her mother was a nightclub singer (and, before her marriage, a showgirl). From earliest childhood Rachel only wanted to do one thing — take starships and fighters apart, then fix them, and make them go faster. In school she excelled in science and math, though her other grades were unspectacular. She went to college and earned a degree in Mechanical Engineering. She took Naval ROTC and did well, but dropped out in her Junior year rather than accept a commission. Rachel inherited one noteworthy attitude from her father — a healthy contempt for officers, especially those who “don’t know their place.”

She rose rapidly through the ranks. Although the *Victory* was no plum assignment, she was the youngest flight deck Chief on a Confed carrier at the time she took the assignment. During the final days of the war, aboard the *Victory*, she met and fell in love with Christopher Blair. Immediately after the war they were married.

After the war, however, she found herself completely unsuited to rural civilian life. A messy breakup ensued and she re-enlisted. During her brief retirement she had resumed her education, and over the next several years she earned two post-graduate degrees while continuing to run Navy ships (Coriolis has no doubt whatsoever who *really* runs any Navy ship to which she happens to be posted, and her first name isn’t “Captain”). She began to publish regularly in engineering journals. She turned down several offers of instant commissions to ranks as high as captain.

Occasionally (largely due to Naval regulations about continuous combat tours) she can be lured away onto a research project for awhile, but she has always been happiest with a busy flight deck firmly in her grasp. She entered the *Midway* development team late in the process, at Blair’s invitation, under the explicit promise that she could take over the flight deck when the ship launched. Her time aboard the *Midway* has allowed her to put aside any lingering bitterness towards her ex-husband, and forge a strong, mature friendship with Blair.



Captain Eugene Wilford

Captain Wilford is a proud man. Proud to be a naval officer, and proud to be a colonial.

Wilford's parents were on the first ship of settlers to land on their newly opened Border World colony, and Eugene Wilford was the first child born on its soil. He grew up 500 miles from the nearest neighbor, but passed his college entrance exams with flying colors. At that time the Border Worlds were beginning to think about forming a Joint Planetary Defense Force to protect against space-faring criminals, terrorists and Kilrathi saboteurs (the Kilrathi war was at its hottest) and Wilford, urged by parents and colonial leaders, pursued ROTC training.

As a Border World colonist, Wilford was not technically a Confed citizen but (largely to advance the training of Wilford and a few like him) the Border Worlds negotiated an agreement with the Confed military for officer training. Thus, Wilford was commissioned as an active-duty Confed Naval officer. As the Kilrathi War dragged on into its third decade, what was originally intended as a four-year training tour more than doubled. Wilford was rapidly promoted to captain, where he distinguished himself in both staff and command assignments.

When the war ended, Wilford was at last able to return home, to take up the long-delayed work of building a small but functional defensive fleet for the Border Worlds Navy. In light of his wartime experience, he was instantly made a rear admiral in charge of fleet operations.

When the Black Lance conflict began, Wilford was given the task of organizing the small and technologically backwards Border Worlds Navy to withstand the massive Confed forces which were (as the Border Worlds saw it) massing to sweep through their Union and bring them under Confed domination. The Border Worlds forces acquitted themselves with surprising distinction in that conflict. It was largely due to Wilford's efforts that the Border Worlds were able to hold off the Confed long enough for the Black Lance conspiracy to be brought to light, and a bilateral peace accord reached.

After the Black Lance affair, the Terran Confederation and the Border Worlds moved aggressively to re-cement their damaged relationship. One of the diplomatic tools employed was a compact increasing military exchange and cooperation between the two governments, including provision for the transfer of officers of all ranks between the militaries of each. It became possible for the Confed's Senator Taggart, on the recommendation of Commodore Blair, to invite Wilford to transfer his commission to the TCN and assume command of Confed's first megacarrier. This move required Wilford to resume his Confed rank of captain (under the terms of the Border Worlds military exchange program, he remains a rear admiral in the Border Worlds Naval Reserve), but Wilford considered this a small price to pay, given the prestige of his new assignment and the sheer pleasure of again commanding from the bridge.

He is married and has four children, the oldest of which will be entering the Confed Naval Academy (as a Border Worlds exchange cadet) in a matter of months.

Commander Patricia Drake

Known to her subordinates universally simply as "The CAG," Patricia Drake is the ranking Space Force officer onboard the TCS *Midway*. As the ship's Commander Air Group she manages all TCSF affairs on *Midway* with a firm hand and a no-nonsense, by-the-book attitude.



A Space Force brat from birth, her father, mother and sister are all pilots. When she was passed over for an Academy appointment (the slot she was competing for went to the nephew of the Sector Governor) she disdained an SFROTC scholarship and enlisted, serving four years as a shuttle gunner before entering OCS and then Flight School. She graduated flight school only three months before the destruction of Kilrah, but did manage to see some action, both during the final days of the war and in cleanup operations after the surrender. Her combat tour took place on the carrier TCS *Petrov*, where she flew under the unlikely callsign "Princess." She now considers this callsign the one dark secret of an otherwise unblemished career.

Her postwar experience has run the gamut of peacetime military service: staff duty at fleet headquarters, company commander of a basic training unit, flight control officer at a major space port, and flight school instructor. It was during her tenure as a flight instructor that she first met and befriended Christopher Blair. She was selected by Blair for her slot on the TCS *Midway*, based on her ability as a top-notch training officer. She is considered a practically certain candidate for a General's stars, once the current crop of wartime-era top brass thins out a bit. She is married (her husband is a civilian architect) and has a four-year-old daughter.



Colonel Jacob "Hawk" Manley

A tough veteran commander, Hawk is the commander of the Black Widows, the *Midway's* senior combat squadron. His trademark is the large bowie knife he keeps on his person as often as is legally possible.

Jacob Manley grew up on the economically depressed industrial world of Mylon 2. Although his family was poor, they managed to provide for Jacob and his siblings, and taught Manley that he had the potential to become anything he wanted. He studied hard in school and earned good grades. Immediately after graduation he enlisted in the Space Force as a communications tech, and was assigned to the TCS *Tiger's Claw*. One of the ship's senior pilots, Major Michael "Iceman" Casey, noticed his dedication and determination, and pegged him as officer material. In rapid order, he moved on to OCS. While in flight school, the Kilrathi proton-bombed Mylon 2. Although he had no great sentimental attachment to his home-world, its wanton destruction hardened Manley — if actions like Mylon 2 were what it took to win a war, then he could be just as cold as the Kilrathi commanders who vaporized his friends and family. The Mylon incident deepened his friendship with Casey, who had also lost a home to the war. The two maintained a regular correspondence. When Casey was captured and murdered by the Kilrathi, Hawk's bitterness grew.

Hawk flew for the last decade of the Kilrathi war. He spent little time on the front lines, but he did manage to earn his five-kill Ace ribbon and a citation for bravery defending Earth after the false peace of 2668. Following the war, Hawk became an instructor at the TCSF flight school. He rapidly became known for his harsh standards of excellence. During a training exercise in an asteroid field, a trainee was killed undertaking a dangerous maneuver under Hawk's orders. Hawk was formally reprimanded for negligence, and dismissed from his flight school post. Although he was not (contrary to some rumors) drummed out of the service, he felt his career was effectively over and tendered his resignation.

He wandered aimlessly for awhile, finally landing in the Border Worlds, where he was offered a commission in their new planetary defense navy. Hawk rose rapidly in his new service, and distinguished himself during the Black Lance affair. He was, at last, regarded as the skilled career officer and hero he had always been meant to be.

When his Border Worlds CO, Rear Admiral Wilford, became Captain Wilford of the TCN, he brought Hawk along with him for the express purpose of becoming the top man on the *Midway's* flight roster. Leading the Black Widows, Hawk has proved to be a tough but popular squadron commander, although his barely concealed distaste for his senior pilot, Maniac, does produce a palpable tension in the unit. He has never been married.

Loyalty	5	Ejection	4
Gunnery	5	Verbosity	2
Flying	5	Squadron	Black Widows



Ist Lieutenant Jean "Stiletto" Talvert

Stiletto is the very model of the post-war professional officer. She's young, intelligent, career-focused and ambitious. She's also a hell of a pilot.

Stiletto's father is a professional deep-space racing pilot, her mother is a commercial shuttle pilot, and both are combat veterans of the Kilrathi war. They taught their daughter to fly atmospheric craft by the time she was 10, and space ships by 15.

A straight-A student, she was heavily recruited by numerous top colleges, but her goal was always firmly set on a Space Force Academy appointment. Upon her Academy graduation she auditioned and was accepted for a one-year tour with the Space Forces exhibition flight team, the Emyrean Zephyrs, before transferring to the *Midway* for her first regular tour of duty.

In the engagement against the Demon's Eye pirates, Stiletto was assigned to a flight of five Piranhas making a fly-by recon of the pirate base. On the way back to the *Midway*, they were ambushed by nine Dralhti. Although two ships (including the flight's wing commander's) were destroyed in the first seconds of the ambush, Stiletto managed to rally the other two survivors and fight through to the *Midway*. Six of the Dralhti were destroyed in the chase (three by Stiletto herself) even before relief arrived from the *Midway* and the remaining three pirates were dispatched.

As a result of this action, and her generally high evaluations and flight scores, Stiletto was given interim command of the *Midway*'s junior Diamondback Squadron.



Loyalty	5	Ejection	5
Gunnery	5	Verbosity	4
Flying	4	Squadron	Diamondbacks



Lieutenant Commander Aurora Finley

In her quieter moments, Aurora Finley is quietly amazed she's still in the military. A studious, serious girl from a working class family, she accepted a Space Force ROTC scholarship in order to finance her education. Her plan was to spend a few years "seeing the worlds" and fulfilling her service obligation, then settle down to a quiet lifetime of research or teaching.

Confed military, however, has proven reluctant to part with her services. After earning her BS (in astrophysics), Confed offered to continue to finance her education through a post-graduate degree in planetary engineering, and another in hyper-spacial topology. When she finally settled down to her active duty, Finley found that, rather than shunting her off to run a remote supply depot or something just as exciting, the Confed actually made use of her education, sending her out to work on fascinating multi-discipline projects in the field. After a few years Finley was further shocked when she realized that she was not only participating in such projects, but actually running them.

From Confed's perspective, of course, it all makes perfect sense. Finley is a fine scientist whose single-minded pursuit of the truth is enhanced by a gift for administration and the ability to see beyond her own disciplines to the "big picture" of a project. Not necessarily front-line material (although she has shown an ability to deal coolly with life-threatening emergencies in the field), she's still an outstanding officer in a peacetime military trying to maintain order and unity in a multi-racial, polycultural society flung across thousands of light years. Her superiors see her as the perfect choice to lead a limited-resource, broad-focus operation like the *Midway's* Scientific Services office with maximum efficiency.

Always more focused on her work than on relationships, Finley remains single, although she has recently become aware of the ever-louder ticking of her biological clock.

Loyalty 3

Verboosity 4

Flying 3

Queston 4

Gunnery 4

Squadron Diamondbacks



Colonel John "Gash" Dekker, Terran Confederation Marine Corps

As an ordinary, rather aimless middle-class teenager, John Dekker was horrified when he was drafted into the Marine Corps at the height of the Kilrathi war. He was even more horrified to discover that he was a very good marine.

In boot camp, he had to be medivaced out of a three-night bivouac when he managed to give himself a paper cut with a foil package of rations that required hospital attention. When he returned to his unit, his drill sergeant, in the grand tradition of the corps, decreed that his name among all marines would forevermore be "Gash."

Despite this one embarrassing incident, he did well in training and even better in combat, earning several citations for valor in his first two years of duty. It seemed only natural for him to apply to OCS.

His luck ran out, however, when he was posted to Repleetah, the site of one of the longest, bloodiest and most sordid ground engagements of the war. While almost all the Confed forces on Repleetah were slaughtered (over the course of several years, during which Confed could not, or did not, offer more than minimal relief and support) Dekker had the highly dubious fortune to be taken prisoner by the Kilrathi. After the requisite near-fatal "interrogation," he was shipped off to a slave-labor mining camp for four years.

When his camp was liberated a few months before the False Peace, Dekker found that his experiences (Repleetah far more than his imprisonment) had soured his patriotism for the Confed war effort. He became a mercenary for awhile, but could not stomach the ethical compromises required by that profession. Eventually, he ended up in the small but crack Border Worlds Marine Corps. He became one of the heroes of the Black Lance affair, by leading the raid that secured the final evidence exposing Tolwyn's conspiracy.

Along with Wilford and Hawk, he was lured back to Confed by the promise of duty on board the *Midway*. Dekker has never married. At the invitation of Senator Taggart, he has testified several times before Confed Senate committees in support of acts to provide restitution to the families of Repleetah casualties.



Major Karl "Spyder" Bowen

If Maniac is the swaggering top-gun pilot, and Hawk is the hard-but-fair commander, then Spyder, the third senior member of the *Midway's* flight roster, is the original badass military killer.

He enlisted as a Marine about four years before the end of the war, but ended up in Space Force OCS (not an unusual career path — the Marines shift recruits with the correct potential to the Space Force, while SF points recruits who are better leaders than pilots to the Marines).

After his commission, Spyder's record gets hazy. Rumor has it he was in a "black ops" unit, undertaking messy, discreet assignments on both sides of the front. (It's even whispered that Spyder's unit was slated to deliver the Temblor bomb to Kilrah, but fell victim to a Kilrathi ambush a few days before the mission and lost most of its ships and pilots.) Certainly Spyder is one of only three men on the *Midway* who can call Senator Taggart "Paladin" to his face.

Loyalty	4	Ejection	3
Gunnery	4	Verbosity	1
Flying	4	Squadron	Black Widows

2nd Lt. Max "Maestro" Garrett

Max Garrett is the original golden boy. Son of the attorney general of Delta sector, he was the BMOC and star athlete at his exclusive prep school, but was stung in his senior year, when his father revealed that he didn't feel Max had the discipline to make it in politics or business. To prove his father wrong, Garrett applied and was accepted to the Academy. He not only survived his military education, but did so with the same feckless confidence with which he'd coasted through prep school. He racked up an all-time record number of disciplinary demerits, but managed to graduate on the strength of equally impressive flight scores. His father's influence had much less to do with Maestro's eventual graduation than most of his classmates believe (in fact, at least some demerits can be attributed to the senior Garrett's spreading the word that the Academy should take no guff from young Max). In his freshman year, an influential friend of Maestro's father, Senator Taggart, suggested Max look up a fellow plebe named Casey and keep an eye on him (a suggestion he has had some occasion to regret).

For his first assignment, Maestro pulled strings his father didn't know he could reach to land a soft assignment for both Casey and himself ferrying diplomats around Confed space. It did not take the two long to shake down their tour of duty for everything it was worth. When he was prematurely rotated to a new assignment on board the *Midway*, Maestro was resigned to his fate, and secretly a bit eager. At least he and Casey were sticking together.

Loyalty	3	Ejection	4
Verbosity	4	Gunnery	4
Flying	3	Squadron	Diamondbacks



Terrence "Zero" O'Hearn

The son of one of the foremost experts on Kilrathi anthropology, T. O'Hearn (he despises the name "Terrence" and won't answer to it), possibly absorbed a bit too much dark and paranoid Kilrathi philosophy as a child. Perhaps that is the reason for his remarkable pessimism and paranoia. A font of wild conspiracy theories and a chronic questioner of institutional authority, Zero is always the person to go to if you're looking for a worst-case scenario. He got his callsign in the Academy, when an instructor noticed his constant doom-saying and remarked, "When they drop the Big One, you're going to be right at ground zero." The nickname stuck, and it says a lot about Zero that he embraced it.

Despite his radical opinions, Zero is generally an upbeat, engaging personality. While he firmly believes that "They" are Out To Get Him, he trusts and stands by his friends implicitly. Just don't get him started talking about politics, or history, or psychology, or religion, or military policy, or evolution, or ...

His quality as a pilot is shown by the fact that, despite his open contempt for almost every procedure in the Space Force book, he is still flying (he doesn't actually break the regs, he just makes no bones whatsoever about how stupid they are), and by his status as one of the most junior pilots in the Black Widow squadron. He carries a rare and ancient coin-like Kilrathi icon that he was given by his father, and considers it his good luck charm.

<i>Loyalty</i>	2	<i>Ejection</i>	5
<i>Gunnery</i>	3	<i>Verbosity</i>	5
<i>Flying</i>	3	<i>Squadron</i>	Black Widows

Jack "Dallas" Slayton

It all seemed so simple to Dallas. ROTC, then flight training, then a few years active duty. Rack up a few thousand hours in space flying nice, safe peacetime patrols (with maybe the occasional chance to pop a missile into an unlucky smuggler). Then collect the trust fund and enter civilian life. With the old war-vet pilots starting to think about promotion or retirement, grab a job as a commercial pilot or consultant for a defense contractor. Eventually a directorship, or maybe politics — definitely a cushy retirement. It all makes perfect sense.

The third son of a Texas building contractor, Dallas hatched his grand scheme when it became obvious that his brothers were going to have enough trouble dividing the family business up between the two of them. The ROTC scholarship allowed him to spend his college money on more intriguing pursuits than tuition and books, and a substantial endowment from Dallas' maternal grandfather was waiting for any descendent who honorably completed a term as a military officer.



Despite his lack of military passion, Dallas' superiors see him as an adequate officer and a fine pilot, who'll probably straighten himself out some day. Those who have seen combat however (and that includes most of the senior staff of the *Midway*) can't help but wonder how he'll react if he ever finds out what being a fighter pilot is *really* about.

Loyalty 2

Ejection 2

Verbosity 5

Gunnery 2

Flying 3

Squadron Diamondbacks

1st Lieutenant Liam Anderson

Anderson (he never uses his first name socially) can trace his line back to an RAF pilot who helped fight off the Blitzkrieg. Military service (as officers, never enlisted) is simply something the Andersons have always done (Some of the more fanciful family histories trace the line right past the world wars of the 20th century and all the way back to a knight who fought in the Norman Conquest.) The Anderson family history is a study in British moderation — never seriously poor, and never inconveniently rich. In military service the line is unmarked by either cowards or heroes. It's not surprising that an Anderson should go through four years at the Academy, then opt to become a communications officer rather than a fighter pilot.

To most of his shipmates, Anderson is simply a calming voice talking them quietly through the necessities of flight, whether they involve a pirate ambush or a routine landing. In person, Anderson is much like he is on the comm screen — cool, pleasant, competent. He has made vague references to having a fiancée waiting back home, but other than that his post-service plans and ambitions remain a mystery to his shipmates.



MIDWAY PILOTS

Pilot Stats

Pilots are rated in five categories — the most important are Flying and Gunnery levels. For each category, there is a rating between 1 (low) and 5 (high).

Loyalty. A pilot with Loyalty 1 will often disregard or deliberately disobey an order, especially if he or she has a better plan. A pilot with Loyalty 5 will never disobey, even (for example) to avoid a head-on collision.

Gunnery. A pilot with Gunnery 1 is about 80% as effective as a pilot with Gunnery 5. (All shots are affected by the target's distance, speed, maneuverability and size, however.)

Flying is a measure of how well the pilot can maneuver. A pilot with Flying 5 can take his or her ship to its limits; a pilot with Flying 1 takes almost twice as long to turn and roll.

Ejection. A pilot with Ejection 1 is likely to eject as soon as his or her craft takes significant damage. A pilot with Ejection 5 will never eject.

Verbosity is simply a measure of how communicative the pilot is during flight.

Initial Squadron Assignments

(Of pilots who appear in *Wing Commander: Prophecy*)

Diamondback Squadron

Pilots

Bookworm	Professor
Bullet	Rattler
Casey	Royal
Comet	Sprite
Cowboy	Steel
Dallas	Stiletto
Giant	Sunflower
Jumpstart	Twitch
Kona	Wiley
Lawyer	Zombie
Maestro	

Ships

Piranha
Tigershark
Wasp

Black Widow Squadron

Pilots

Amazon	Rogue
BoomBoom	Roulette
Caveman	Spyder
Hawk	Stardust
Maniac	Sultan
Mutant	T-Bone
Ninja	Twilight
Nomad	Viking
Pinpoint	Warlord
Posse	Wyvern
Redline	Zero

Ships

Tigershark
Wasp
Panther
Shrike

Wolf Pack Squadron*

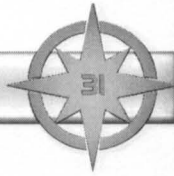
Pilots

Bishop	Majestic
Drago	Mustang
Duke	Ogre
Falcon	Pops
Goblin	Ranger
Hellion	Snake
Howdy	Swan
Kingpin	Veil

Ships

Wasp
Vampire
Devastator

**Note: These guys arrive toward the end of the campaign.*



Amber "Amazon" Elbereth

Don't make jokes about warrior women. Amazon earned her name by hiking the great river from Fonte Boa to Santarem, one of the last true wildernesses on Earth. With no companions or provisions, and only tribal lore to teach her, she gained a true understanding of what it means to be human by living without civilization. "Humans are killers," she says. "It's survival, it doesn't have to be personal."

Loyalty	4	Ejection	3
Gunnery	4	Verbosity	3
Flying	4	Squadron	Black Widows

Charles "Bishop" Karpiak

There are times in a man's life when necessity and philosophy clash ... and there are times when they don't. "I became a pilot because I could feel that there was a need to protect God's creations. When the Aliens launched their first attack, I knew it was time to embrace my calling. This is no Crusade, with brother facing brother. This is a war of light versus dark. While some will die, we will not fail. We cannot."

Loyalty	5	Ejection	4
Gunnery	5	Verbosity	2
Flying	4	Squadron	Wolf Pack

Milford "Bookworm" Wattley

Bookworm isn't the outdoors type. Two scientist parents, and a childhood spent on the frozen Macquarie Island, taught Bookworm to appreciate viewing the world through words. "My parent's idea of an afternoon out was taking ice core samples and tracking the glaciers. You know why I became a pilot? Because space is warm in comparison to my home town." Bookworm's best friends are a viewer and a cup of hot coffee.

Loyalty	3	Ejection	2
Gunnery	1	Verbosity	4
Flying	3	Squadron	Diamondbacks



Jack "BoomBoom" Kabeli

There's not much that BoomBoom can't blow up. It's a long-standing hobby, in fact. "Living in a place like Humpty Doo can get to you. Either you leave, you start dating the kind of person your mother worries about, or you go into the swamp and detonate things. Me, I did all three ... not necessarily in that order." A career as a fighter pilot was the obvious choice, and torping an enemy carrier is BoomBoom's life goal.

Loyalty	1	Ejection	4
Gunnery	3	Verbosity	4
Flying	4	Squadron	Black Widows

Timothy "Bullet" Bell

Bullet may not bring the top flight skills to the fleet, but for all-around marksmanship, no one else comes close. His fondness for the old-fashioned projectiles came from his teenage years, when he hired out as a shark sharpshooter off the coast of Korea. "Lasers don't bother sharks. They mostly bounce off the water, and even if you hit one, it doesn't slow them down much. You've got to rip it up a little."

Loyalty	3	Ejection	3
Gunnery	4	Verbosity	4
Flying	1	Squadron	Diamondbacks

Theodore "Caveman" Barber

The truth of the matter is that in New Riga, on the Border World planet of Ymir, the colonists found it much more convenient to live in the caverns that honeycombed the bedrock than to deal with the harsh climate above ground. In fact, the New Rigan name for a brutish person who lives outside the rules of civilization translates more closely to "groundpounder." Caveman himself is a congenial young pilot.

Loyalty	5	Ejection	4
Gunnery	5	Verbosity	2
Flying	3	Squadron	Black Widows



Renata "Comet" Drake

Comet is a serious pilot who escaped the slums of Naples by excelling academically. Her callsign originated with her Academy professors, who claimed that you could never answer all her questions ... she would always be back "like a comet" with new ones. Her comrades found her to be a little standoffish at first, but that was more a result of her careful enunciation than a desire to be left alone.

<i>Loyalty</i>	4	<i>Ejection</i>	3
<i>Gunnery</i>	2	<i>Verbosity</i>	2
<i>Flying</i>	2	<i>Squadron</i>	Diamondbacks

Christopher "Cowboy" Graf

You shouldn't ask Cowboy to show you the top of his boots, but other than that he's more than happy to share his own brand of culture with others. He'll bring out pictures of his childhood "pets" (a scorpion, tarantula and three poisonous snakes), show off his scars (Coyote Bite, Lariat Burn and Brown Recluse in the Bedroll), and tell you what happened the time his Momma caught his sister putting milk and sugar on her breakfast grits.

<i>Loyalty</i>	3	<i>Ejection</i>	2
<i>Gunnery</i>	3	<i>Verbosity</i>	3
<i>Flying</i>	2	<i>Squadron</i>	Diamondbacks

Bradley "Drago" Patrick

Drago is one of the few pilots considered to be even more dangerous in person than he is in the cockpit. A mercurial temper and a reputation to never pulling punches, he is largely left to his own devices by the other pilots. In flight, however, no one complains if they are assigned to his wing. He's a veteran Border Worlds pilot, and generally too busy concentrating on staying alive and taking out the enemy to have the time to take offense while in flight.

<i>Loyalty</i>	4	<i>Ejection</i>	3
<i>Gunnery</i>	4	<i>Verbosity</i>	3
<i>Flying</i>	5	<i>Squadron</i>	Wolf Pack



Leonard "Duke" Cunningham

He won't officially be a duke until his father dies, but being an heir is close enough for a callsign. If asked, he will explain that several hundred years ago all you had to do to be deeded a duchy was to petition the emperor of Quebec and donate cold cash to the fledgling empire. The fact that his family hasn't lived on the planet Earth for generations doesn't negate the title until a current resident petitions for the south-central part of Lac Klotz.

Loyalty	4	Ejection	4
Gunnery	5	Verbosity	1
Flying	5	Squadron	Wolf Pack

Chris "Falcon" Cummings

During the initial entrance tests for the Academy, it was discovered that Falcon had phenomenal eyesight that went well off the chart. An otherwise unremarkable young man, he tried several times to allude to his keen vision in his callsigns, only to find them already in use. He eventually stuck with "Falcon of Abu Dhabi" until the previous Falcon pitched when she should have yawed, and he had the name entirely to himself.

Loyalty	3	Ejection	3
Gunnery	5	Verbosity	4
Flying	4	Squadron	Wolf Pack

George "Giant" Booker

Known for his trademark line "everyone stand back, I take large steps," it is a constant source of amazement to people that he can fit in the same sized cockpit as the other pilots. "It keeps me from rattling around," he notes. Giant stands head and shoulders taller than anyone else, but is proportionally normal. His teammates joke that they never notice that he's unusually big – they just always think he's much closer than he actually is.

Loyalty	4	Ejection	2
Gunnery	1	Verbosity	2
Flying	4	Squadron	Diamondbacks



Kris "Goblin" Pelley

There's not a lot that Goblin holds sacred. If you ask where he's from, he'll say he's forgotten. Ask about family, and he'll tell you he ate them. He's rude, arrogant and abrasive, but is highly regarded by his officers and wingmen. "He doesn't seem to like anyone," is a note in one of his progress reports, "but people have noticed that when they really need someone, Goblin *always* shows up, and he *always* gets the job done."

Loyalty	4	Ejection	3
Gunnery	4	Verbosity	4
Flying	5	Squadron	Wolf Pack

Hal "Hellion" Milton

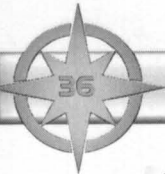
There are those who are certain that Hellion is smarter than he looks ... in fact, there are those who would insist that such must almost certainly be the case. Still, the native from New Orleans is a popular wingman with those who know him. They claim he has a kind of southern courtesy that lets other people rack up their kill scores, while being too much of a gentleman to let them get shot up by enemy fire.

Loyalty	4	Ejection	4
Gunnery	3	Verbosity	3
Flying	5	Squadron	Wolf Pack

William "Howdy" Van Horn

Some pilots fly because they want to defend their homes; Howdy upped for duty because it was the best way to impress his girlfriend. "Her daddy was a captain, her brother was a duty officer, even her mother was a combat flight instructor. I thought she'd ignore me if she found out that I was just some student trying to figure out what I wanted to do. So we volunteered together. Turns out she dumped me the day her gunnery skill topped mine."

Loyalty	2	Ejection	2
Gunnery	3	Verbosity	2
Flying	3	Squadron	Wolf Pack



Josh "Jumpstart" Barnett

Jumpstart is quiet, generally cheerful regardless of the circumstances, but one who nevertheless tends to keep apart from others. He is known to be an expert mountain-climber and outdoorsman, and plans to be a ranger at the Doi Suthep-Pui mountain park when he musters out of the service. His local claim to fame is his custom-made morning coffee, which has a sugar content high enough to make most people's eyeballs vibrate.

Loyalty 3

Ejection 2

Gunnery 1

Verbosity 2

Flying 2

Squadron Diamondbacks

Wade "Kingpin" Swanson

A master bargainer and barterer, it is said that Kingpin will haggle over the time of day until he gets an extra hour. "The only one who has been able to out-negotiate me is my wife back in Quetzaltepeque," he says, "but she cheats." To be fair, Kingpin draws the line at dodging combat duty: he may manage to avoid any distasteful shipboard assignments, but he's never shirked at climbing into the cockpit.

Loyalty 3

Ejection 2

Gunnery 3

Verbosity 5

Flying 4

Squadron Wolf Pack

Kemo "Kona" Maluaani

Tall and dark-haired, thin and generally friendly, Kona is a formidable man both in and out of a fighter. Those who know him well, however, live in fear of the time he gets caught smuggling his "black gold" into the cockpit and is forced to go on patrol without the benefit of caffeine. The debate rages whether his normally bright personality will turn hostile, or if he'll just fall asleep without the stimulant ... turning into a drifting obstacle.

Loyalty 2

Ejection 4

Gunnery 2

Verbosity 4

Flying 4

Squadron Diamondbacks

Jay "Lawyer" Fitzgerald

His careful manner of speaking, and the habit of thinking things through from all sides, has earned him the callsign "Lawyer," which he says is better than what he might have been named. "Actually, I had two years of accountancy at the University of Sarh. I think I would have objected to being called 'Accountant,' though." His officers have sometimes warned him that combat is not the appropriate place for too much thinking, however.

Loyalty	3	Ejection	2
Gunnery	3	Verbosity	4
Flying	3	Squadron	Diamondbacks

John "Majestic" Guentzel

The first thing that strikes new recruits about Majestic isn't his size (and he's not small) or his voice (he's not quiet). It's the way he radiates both confidence and competence. "I was the tallest guy in Luebo. I like to think that gave me a better view on some things. Most of the problems people have, they aren't problems. They're just worries, and folks just need to snap out of it."

Loyalty	3	Ejection	3
Gunnery	4	Verbosity	3
Flying	5	Squadron	Wolf Pack

Mark "Mustang" Vearrier

No one knows why Mustang entered the Academy when he was twenty-four. It seems odd for someone from Haven's endless plains and open skies to choose the narrow hallways and cramped quarters of a carrier. Mustang jokes that "getting away from nature" has always been mankind's goal, and since a carrier is as far from nature as you can get, then that's where he's staying.

Loyalty	2	Ejection	2
Gunnery	4	Verbosity	3
Flying	3	Squadron	Wolf Pack



Darren "Mutant" Conrad

"I guess I actually am kind of a mutant," he'll admit. "I don't need as much sleep as most people. In fact I only need a couple of hours a week to feel fine, and I *can't* sleep more than an hour or two a night. That's why I like shipboard duty. There isn't any night cycle." Rumor has it that Mutant pulls double-pay for his extended duty-hours, but so far he denies it. "I don't work any extra, I just try to get my simulator score up."

Loyalty 4

Ejection 3

Gunnery 4

Verbosity 2

Flying 3

Squadron Black Widows

Toshiro "Ninja" Majumi

Ninja, as the name implies, has a natural affinity for the martial arts. The instructors who train the recruits in hand-to-hand combat claim that he is has everything necessary to become one of the greatest hand-fighters in the fleet: strength, agility, balance and an ability to concentrate under pressure. Ninja says he goes along with it because people expect it. "It's no big deal in a space-war. It's not like we ever see the bugs in person or anything."

Loyalty 5

Ejection 4

Gunnery 3

Verbosity 3

Flying 4

Squadron Black Widows

Damon "Nomad" Lane

Nomad says that he didn't travel far, but that he traveled non-stop when he was a kid. "I was born in Jinsha valley, about three months before the Batang meteor strike. Levelled a mountain, and everybody figured it was a Kilrathi attack, right? So they thought any survivors would be infected, even if they couldn't detect anything. Nobody let us stop in their cities for long." Nomad joined the fleet because people don't "give me crap."

Loyalty 2

Ejection 2

Gunnery 2

Verbosity 4

Flying 5

Squadron Black Widows



Jonathan "Ogre" Crane

Ogre is a huge pilot who bests his opponents by sheer brute force. He will usually lose most of his missiles on the first pass of the battle. Although his frivolous nature tends to draw the ire of his superiors, his record supports his tactics.

Loyalty	4	Ejection	4
Gunnery	5	Verbosity	3
Flying	4	Squadron	Wolf Pack

Marc "Pinpoint" Wright

A precision and detail-oriented pilot, Pinpoint is hardly ever happy with his performance on any mission. He expects to shoot each enemy directly in the center of its most vulnerable area, wasting neither time nor ammunition. While these exacting standards inspire him to improve his performance, they also prevent him from advancing his career as fast as other pilots, since he does not feel he has properly performed his current job. If he just relaxed a bit, he'd find that he is one of the best pilots on the Midway.

Loyalty	5	Ejection	3
Gunnery	5	Verbosity	2
Flying	4	Squadron	Black Widows

David "Pops" Williford

As his callsign suggests, Pops is a veteran pilot, maybe even older than Blair. He can usually be found giving lectures to young cadets in the rec room – even though they don't often listen to him any more. Although he is a superb pilot, his skills have declined marginally, and he's become somewhat of a pessimist.

Loyalty	4	Ejection	2
Gunnery	4	Verbosity	1
Flying	5	Squadron	Wolf Pack



Ivan "Posse" Krotchevsky

He once went by Lawman until he single-handedly defended a civilian cargo freighter from a wing of four pirates. After the engagement the pilot of the freighter commented that he was more like the whole posse than just one lawman. A young, fearless and highly skilled pilot, Posse is quiet and shy, and not likely to blow his own horn. He has a fondness for "Wild West" movies, and the gunfighter slang he uses sounds almost humorous in his Slavic accent.

Loyalty	5	Ejection	3
Gunnery	4	Verbosity	2
Flying	4	Squadron	Black Widows

Chris "Professor" Rankin

Cool and calculating, the Professor spends most of his free time reviewing flight manuals and gun camera footage, which probably explains the thick lenses on his reading glasses. He can recount most major space battles as if he had actually been there, especially the ones involving Blair. Professor is a competent, careful pilot, but he still lacks the experience to know when to take the best shot and the confidence to make quick decisions.

Loyalty	3	Ejection	3
Gunnery	2	Verbosity	2
Flying	3	Squadron	Diamondbacks

Franklin "Ranger" Costa

Originally a law enforcement agent for the Space Rangers, he turned in his badge and associated headaches for a slot in Space Force OCS. Due to his prior career, Costa is treated with respect and a bit of fear by other pilots. His discipline is excellent, as are his gunnery skills.

Loyalty	5	Ejection	3
Gunnery	5	Verbosity	2
Flying	4	Squadron	Wolf Pack



Randall "Rattler" Russell

Rattler's callsign originated in the Academy, where one of his instructors thought he could hear the youth's teeth rattling over the comm. (It turned out to be a box of hard candy which Russell carried in his cockpit.) Rattler is high-strung and nervous, often being more surprised by his own successes than his companions. He's also superstitious, carrying more good-luck charms than a spaceport gift shop.

<i>Loyalty</i>	5	<i>Ejection</i>	1
<i>Gunnery</i>	2	<i>Verbosity</i>	3
<i>Flying</i>	3	<i>Squadron</i>	Diamondbacks

Wendy "Redline" Akers

An intense redhead in her late twenties, Redline also got her nickname from her high-speed, to-the-death fighting style, and the fact that her friends think she is one step away from burnout. Redline must respect a leader's skills before she'll commit to her wing commander 100%, but she is an excellent, almost too aggressive, pilot.

<i>Loyalty</i>	4	<i>Ejection</i>	4
<i>Gunnery</i>	5	<i>Verbosity</i>	2
<i>Flying</i>	3	<i>Squadron</i>	Black Widows

Grant "Rogue" McDaniel

The youngest of five children, Rogue always tries to stand out in the crowd. He is a radical and restless pilot, preferring flashy maneuvers and risky shots over by-the-book methods. Although he's not a reliable wingman, Rogue plays hunches which are often correct, and he seems to lead a charmed life in the cockpit, so he has advanced steadily through Confed's ranks.

<i>Loyalty</i>	1	<i>Ejection</i>	2
<i>Gunnery</i>	1	<i>Verbosity</i>	5
<i>Flying</i>	5	<i>Squadron</i>	Black Widows



Monique "Roulette" LeCroix

A sassy, fiery pilot of Cajun origins, Monique LaCroix is passionate about everything she does, and not inclined to take orders unless they fit her plans. Roulette has a short fuse and a tendency towards melodrama, so all of her reports should be taken with a grain of salt. Roulette is among the pilots transferred from the TCS *Eisen* to reinforce the Black Widows.

Loyalty 2

Ejection 1

Gunnery 5

Verbosity 4

Flying 2

Squadron Black Widows

Sir David "Royal" Edinburgh

From Earth's ancient island of England, Royal's family is titled nobility. He also springs from a long line of pilots. Both his mother and father are high ranking officers in Confed's Space Force Reserves stationed on Earth. Royal could have used his connections to get a cushy job back at home, but he wanted to get out from under his parents' lengthy shadows. The Academy was his ticket out. His friends would not let him forget his lineage, however, and the callsign of Royal was born. Royal has never quite gotten rid of his prejudices or his haughty disdain for most grunts in the military.

Loyalty 1

Ejection 3

Gunnery 3

Verbosity 4

Flying 4

Squadron Diamondbacks

Biully "Snake" Cain

Billy "Jazzy Snake" Cain, (the Jazzy part was eventually dropped for convenience), spent too many days of his youth 'training' in front of holo-games. A self-professed vidiot, Billy joined Confed because he was in search of the ultimate "game." Snake is known for shooting off his mouth as well as his gun. If you fly with him, you'd better be ready for crazy comm chatter as well as inspired maneuvers.

Loyalty 3

Ejection 3

Gunnery 3

Verbosity 5

Flying 5

Squadron Wolf Pack



Danielle "Sprite" McCumber

A small wisp of a woman who is constantly having to dodge larger pilots as she makes her way down the flight deck, Danielle is a no-nonsense pilot when she's in the cockpit. Although they needle her about her size when they're back shipboard, other pilots respect Sprite, as she is a pilot of the highest caliber.

<i>Loyalty</i>	4	<i>Ejection</i>	3
<i>Gunnery</i>	3	<i>Verbosity</i>	1
<i>Flying</i>	4	<i>Squadron</i>	Diamondbacks

Stephen David "Stardust" Nash

Stephen Nash is a pilot without equal – or so he thinks. Regardless of his skills, or lack thereof, Stardust is a by-the-book flyer. He'll obey without question and is always ready to tell other pilots what they're doing wrong. His callsign derives from his love of mid-20th century music – a passion which he carries with him even in the cockpit.

<i>Loyalty</i>	5	<i>Ejection</i>	2
<i>Gunnery</i>	3	<i>Verbosity</i>	3
<i>Flying</i>	3	<i>Squadron</i>	Black Widows

Alton "Steel" Listich

Steel's hardened exterior belies the fact that he is somewhat inexperienced. Like Hawk, Steel doesn't trust the Kilrathi. He will always advocate killing the cats if given a choice. Because of their shared hatred of all things Kilrathi, Steel and Hawk have become companions. Steel is almost unshakable in the cockpit, and his nerves of steel earned him his nickname. His intensity sometimes leads him to ignore orders, however.

<i>Loyalty</i>	3	<i>Ejection</i>	4
<i>Gunnery</i>	1	<i>Verbosity</i>	1
<i>Flying</i>	4	<i>Squadron</i>	Diamondbacks



Brian "Sultan" Sutton

An acute asthmatic at birth, Sultan opted for the relatively germ-free environment that life aboard a capital ship had to offer. He flourished in his new surroundings and is rising fast in the ranks of the Confed Space Force. His jovial, good-natured voice is used as often to praise his fellows as to announce his moves.

<i>Loyalty</i>	5	<i>Ejection</i>	1
<i>Gunnery</i>	2	<i>Verbosity</i>	3
<i>Flying</i>	2	<i>Squadron</i>	Black Widows

Dana "Sunflower" Blankenship

A fiery introvert, she joined the Academy after her entire family was slaughtered by pirates on their way to join her at their new home on Circe IV. Due to her past, she sometimes lets her aggression get the best of her. She doesn't talk much, and when she does, it's brief and to the point – although her point usually involves blowing something up. She gets her callsign from constantly snacking on sunflower seeds.

<i>Loyalty</i>	3	<i>Ejection</i>	3
<i>Gunnery</i>	3	<i>Verbosity</i>	2
<i>Flying</i>	2	<i>Squadron</i>	Diamondbacks

Tara "Swan" Tomiko

An ambitious young lady who hails from Osaka, Japan, Swan is determined to make her way through the ranks, eventually reaching her final goal of admiral. Swan's parents expected their daughter to continue in the family business of politics. When she chose instead to become a pilot, she was disowned for her rash act. This has caused her great emotional pain, and her method of overcoming it is to throw herself into her work. She's convinced that when she walks into her family's home in an admiral's uniform they will change their minds about her career path. Swan earned her callsign from her gracefulness on the deck and in the cockpit.

<i>Loyalty</i>	5	<i>Ejection</i>	4
<i>Gunnery</i>	4	<i>Verbosity</i>	2
<i>Flying</i>	5	<i>Squadron</i>	Wolf Pack



Morgan "T-Bone" Crow

Crow is young and extremely competent. He flies by the book – without improvisation or creativity. Although he's only been out of the Academy for a year, T-Bone is good enough to have earned a spot in the Black Widows. He talks little, obeys orders well, and is a great all-around wingman. Crow's callsign relates to his love of big, juicy steaks, and he is a frequent flier in the galley of any ship.

<i>Loyalty</i>	5	<i>Ejection</i>	3
<i>Gunnery</i>	4	<i>Verbosity</i>	2
<i>Flying</i>	4	<i>Squadron</i>	Black Widows

Robert "Twilight" Irving

Twilight has been flying forever, and he is quick to tell you all about it. He has deep scars (both mental and physical) from former battles, and resents Confed having put him through so much anguish. All he wants is a place to settle down and call home for the remainder of his career. A steady pilot who is cautious in all combat situations, Twilight earns his callsign from his gloomy and pessimistic outlook.

<i>Loyalty</i>	2	<i>Ejection</i>	2
<i>Gunnery</i>	5	<i>Verbosity</i>	2
<i>Flying</i>	4	<i>Squadron</i>	Black Widows

Todd "Twitch" Gaffney

Twitch is a nervous and excitable young pilot who is quick to react to any situation. Unfortunately, his lack of experience means his reactions usually have a negative outcome. Communicating with Twitch is bound to be an experience, since almost anything sets his mouth to running.

<i>Loyalty</i>	1	<i>Ejection</i>	2
<i>Gunnery</i>	1	<i>Verbosity</i>	5
<i>Flying</i>	4	<i>Squadron</i>	Diamondbacks



Angela "Veil" Hendrick

Although most people don't take her seriously because of her cheerful personality, Veil has silenced many critics (as well as enemy pilots) in her quest to be the best. A knowledgeable student of space warfare, Veil has risen quickly through the ranks due to her unrelenting dogfighting skill. Some people find her humor in the midst of a battle strange. Her callsign was a joke on her: when asked about men, she claimed that she'd "wear a wedding veil about the time hell freezes over," and the name stuck.

<i>Loyalty</i>	4	<i>Ejection</i>	3
<i>Gunnery</i>	4	<i>Verbosity</i>	4
<i>Flying</i>	4	<i>Squadron</i>	Wolf Pack

Lane "Viking" Boyd

An aggressive pilot who tends to charge into any situation regardless of the odds, Viking is capable of plunging into the biggest of furballs and emerging without a scratch. His superiors claim that he's about as easy to reason with – and as good in a fight – as a Viking warrior. Viking never seems to notice whether the odds are good or not, which means that his in-flight reports are sometimes understated to the point of endangering himself or his wing.

<i>Loyalty</i>	3	<i>Ejection</i>	4
<i>Gunnery</i>	3	<i>Verbosity</i>	4
<i>Flying</i>	5	<i>Squadron</i>	Black Widows

Christopher "Warlord" Dybbuk

A prince on his home planet of Tau Ceti II, he defied his parents' wishes and boarded the first available Confed cargo freighter as soon as he was old enough to talk his way on board. Warlord read every pulp space hero comic when he was young, and is now living his lifelong dream. He's a competent pilot, but he's aggressive almost to a fault, and nowhere near as invincible as he imagines himself to be.

<i>Loyalty</i>	3	<i>Ejection</i>	4
<i>Gunnery</i>	4	<i>Verbosity</i>	3
<i>Flying</i>	3	<i>Squadron</i>	Black Widows



Andy "Wiley" Brunke

Wiley is a talented but somewhat unlucky pilot. Although he graduated near the top of his class for flight skills, his combat skills are unstable and unpredictable. He constantly claims equipment failure or faulty computer targeting for his numerous misses in combat, and even for his few, unfortunate, friendly-fire kills. It was his fellow shipmates who named him after an unlucky cartoon character from 20th-century Earth.

<i>Loyalty</i>	3	<i>Ejection</i>	2
<i>Gunnery</i>	2	<i>Verbosity</i>	3
<i>Flying</i>	3	<i>Squadron</i>	Diamondbacks

Caleb "Wyvern" Frost

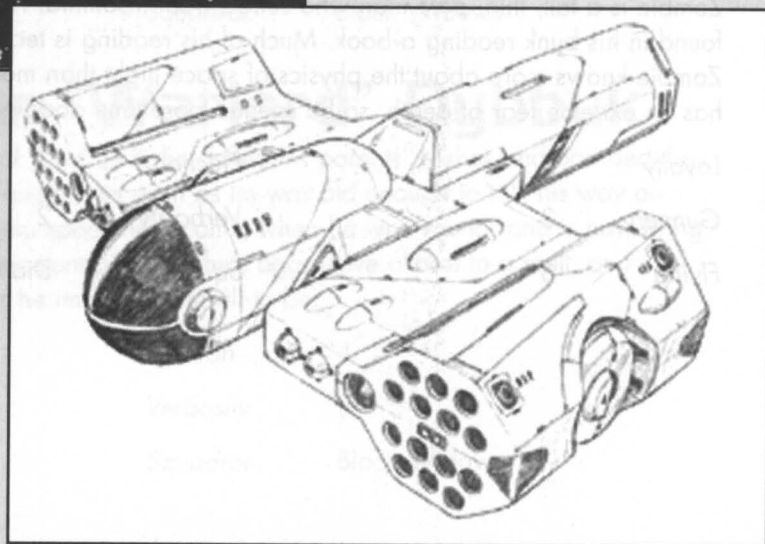
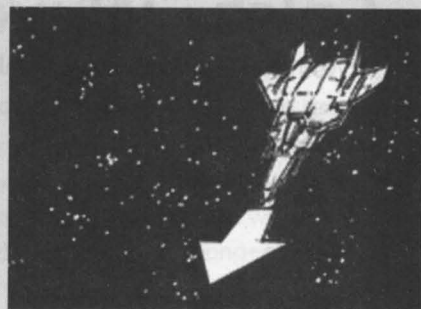
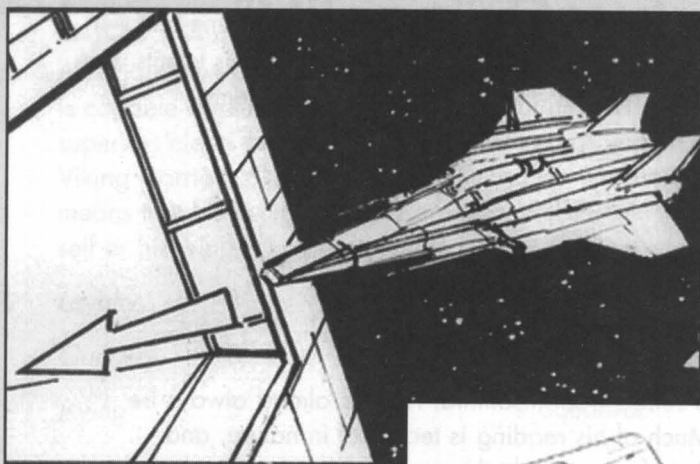
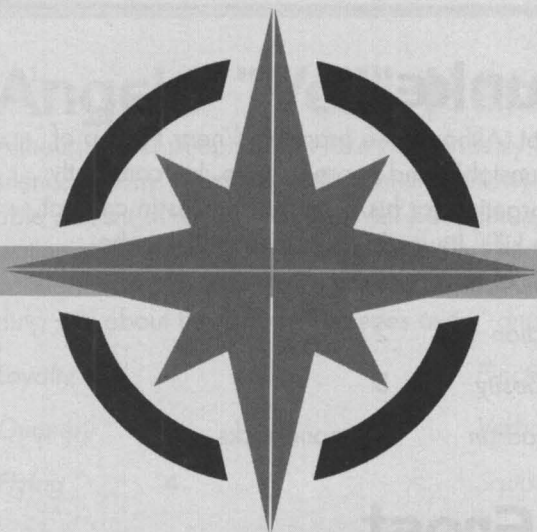
Wyvern was originally a light tank gunner for the Space Marines. After he became battalion champ at the Galactic Wars™ holo-sim, a Space Force officer convinced him his talents were being wasted in the Marines and had him re-enlist with the Space Force Academy.

<i>Loyalty</i>	5	<i>Ejection</i>	3
<i>Gunnery</i>	5	<i>Verbosity</i>	3
<i>Flying</i>	2	<i>Squadron</i>	Black Widows

Ryan "Zombie" Coolidge

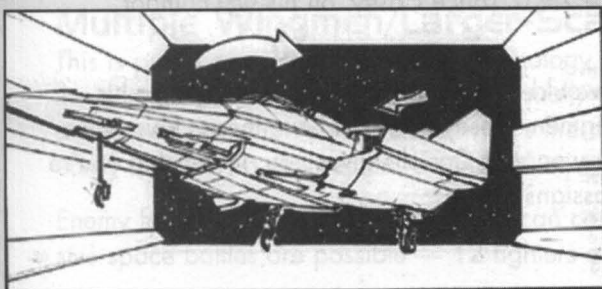
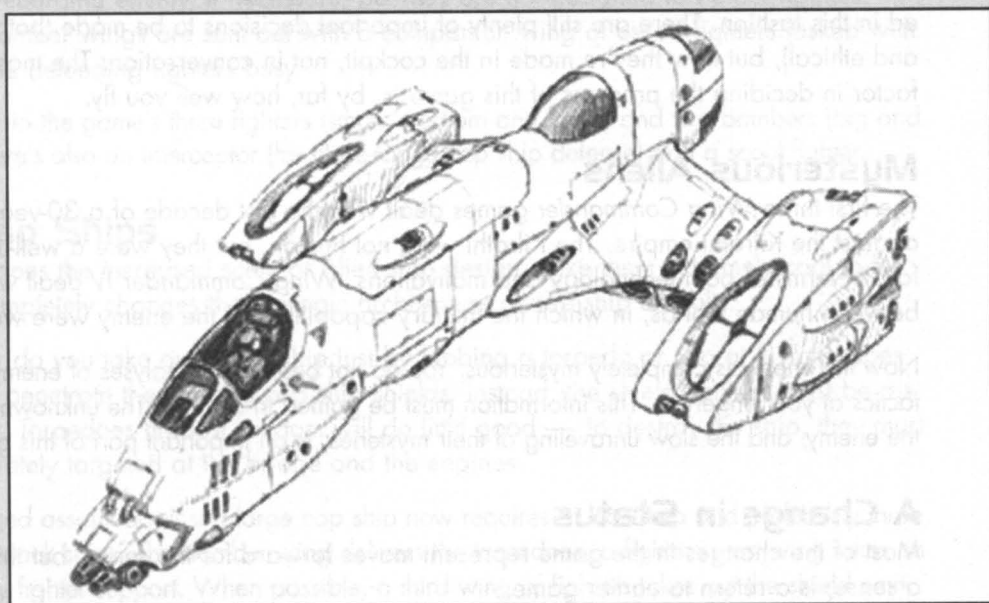
Zombie is a tall, thin, pale man who suffers from insomnia. He can almost always be found in his bunk reading a book. Much of his reading is technical in nature, and Zombie knows more about the physics of space flight than most engineers. Zombie also has an extreme fear of death, so he spends more time dodging than attacking.

<i>Loyalty</i>	3	<i>Ejection</i>	2
<i>Gunnery</i>	3	<i>Verbosity</i>	2
<i>Flying</i>	3	<i>Squadron</i>	Diamondbacks



Original concept art
by Syd Mead

Strategies and Tactics





WHAT'S NEW

Wing Commander: Prophecy represents a major leap forward in the evolution of the series. In order to make *Prophecy* the best game possible, the design team has rethought many fundamental concepts. Below is a list of the major changes to how the game itself plays — major adjustments that the long-time *Wing Commander* fan should understand in order to succeed at this game.

Dialog is No Longer Interactive

In earlier games the movie sections would sometimes be interrupted by pauses during which you were given two options to respond to the situation. These choices could sometimes radically change the course of the plot. In *Prophecy* the movies still contain important information about the war and about your shipmates, but they're no longer interrupted in this fashion. There are still plenty of important decisions to be made (both tactical and ethical), but now they're made in the cockpit, not in conversation. The most important factor in deciding the progress of this game is, by far, how well you fly.

Mysterious Aliens

The first three *Wing Commander* games dealt with the last decade of a 30-year war against the Kilrathi empire. The Kilrathi were not human, but they were a well-understood foe, in terms of both technology and motivations. *Wing Commander IV* dealt with a war between human worlds, in which the military capabilities of the enemy were well known.

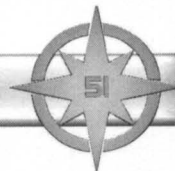
Now the enemy is completely mysterious. You do not begin with analyses of enemy ships and tactics at your fingertips. This information must be gained in combat. The unknown nature of the enemy, and the slow unraveling of their mysteries, is an important part of this game.

A Change in Status

Most of the changes in the game represent moves forward for the series, but this one, in a sense, is a return to earlier games.

In *Wing Commander III & IV* you played Colonel Christopher Blair, a veteran pilot and squadron commander. In *Prophecy* you are 2nd Lt. Lance Casey, on his first combat assignment.

Whereas Blair had to choose the ship he would fly for a given mission, customize his weapons loadout and choose his own wingmen, Casey does not have these choices. As a rookie wing commander you fly with the weapons Coriolis gives you, in the ship you're told to fly, next to the wingmen the CAG assigns to you.



More Mission Variety

Wing Commander: Prophecy features more types of missions than previous games, and a better balance between them. Whereas previous games heavily favored patrol missions with the occasional bombing run or cap ship defense thrown in, in this game there's a much more even mix between patrols, cap ship assaults (both bombing and bomber escort), carrier defense (against various threats), scouting and troop insertion missions.

While the basics of good piloting remain constant, each of these mission types carries its own set of priorities and requires its own suite of tactics.

Fighters Are Fighters, Bombers are Bombers

In previous games, ships were either fighters or fighter-bombers. In *Prophecy*, however, there are no hybrids. Torpedo bombers in this game have enough firepower to blast through a charging enemy, if necessary, but they are not designed to be dogfighters. Instead, bomber wings are sent out with a companion wing of escort fighters tasked with keeping the defending fighters busy.

In addition to the game's three fighters (small, medium and large) and two bombers (big and bigger) there's also an interceptor (for close-range cap ship defense) and a scout fighter.

BIG Cap Ships

Not only does the increased scale of Alien ship design make them extremely cool to fly over, it completely changes the strategic architecture of cap ship assaults.

No longer do you take out a cap ship just by lobbing a torpedo or two at it. Torpedoes no longer penetrate the massive cap ship shields. Instead, the shield emitters must be disabled first. Torpedoes fired at random will do little good — to destroy the ship, they must be deliberately targeted at the bridge and the engines.

A full-fledged assault against a large cap ship now requires at least two and preferably three wings of attack ships. The bomber wing delivers the torpedoes, a fighter-escort wing takes on any enemy fighter support. When possible, a third wing of fighters takes out the shield emitters and as many turrets as possible, to clear the way for the bombers' torpedo runs.

Multiple Wingmen/Larger-Scale Battles

This is purely a result of advancing technology, but it makes a major difference in how the game is played. In *Prophecy* you normally go up with two or three wingmen. This allows you concentrate your entire wing's fire on a single opponent. A mission force can easily involve two or three more wings of equivalent size.

Enemy forces can be equally large and can come in multiple waves. This means that massive space battles are possible — 12 fighters on your side vs. 30 or 40 on the enemy's.



HINTS AND TIPS

Preflight

In any mission, the first thing to do is get your ship set up the way you like it. Real-world pilots have their preflight checklists that they always go through before the mission, no matter how hot the situation is, and you should have your preflight routine down too. There are a few timed missions where the time starts the moment you leave the launch tube, but the fact that you're on the clock doesn't mean you should skip your preflight setup routine. It does mean that you should work to get your routine as smooth and efficient as possible.

First thing is to either go to full guns (F) or pick out the gun you prefer and synchronize it (Ctrl G). Synchronizing all barrels of your chosen weapon maximizes your shield-penetration power. If you use full guns, all barrels of all your guns are automatically synchronized.

Next, pull up your favorite missile so it's ready to go. If you don't have a personal favorite missile, a good default choice is the FF, since it's the fastest and most versatile weapon, particularly if you land in the middle of an unexpectedly hot zone. In addition it requires no lock.

Unlike some earlier *Wing Commanders*, you come out of the carrier already traveling at full normal speed. You can adjust your speed if you want to, but this isn't recommended, except in special cases.

Also, before hitting the autopilot or afterburners, punch up the NAV map and take a good hard look at your action area for the mission. The importance of the NAV map to this game cannot be overstated. Not only does it give you by far the most comprehensive overview of the forces against you, but because time spent in the NAV map doesn't count against mission time, you can take as much time to study the situation as you need.

Two other features you may want to consider opening are the objectives screen (Ctrl O) and the flight message log (Ctrl M).



Cap Ships

Cap ship tactics are a vitally important part of this game. You can be the greatest dogfighting ace in Confed history, but if you can't take out a cap ship you won't get far into the game.

Cap ships are much bigger in this game than they ever have been before, and it requires a more comprehensive strategy to take them out. To destroy a cap ship requires a certain procedure be followed:

1. Destroy the ship's shield emitters.
2. Clear enough defensive turrets to make a torpedo run reasonably safe for bombers.
3. Destroy the engine and bridge of the ship with torpedoes (if in a bomber).

Your missions are set up so that these tasks are divided a certain way. Bomber wings always go in with a wing (sometimes two wings) of fighter escorts. The fighters' job is to take out the shields and make the first pass on the turrets (in addition to dealing with the cap ship's defensive fighters) while the bombers hold back until the shields are down, then move in for the kill.

The real heart of a cap ship kill is the action taken against the shield emitters and turrets. The fireworks at the end is just a send off.

When taking out turrets, move in fast and stay low. You're most exposed to cap ship turrets when they're below you. You're much harder to target when you're just above the ship's hull, down around the base of the turrets.

When flying over a cap ship's hull, target any part of the ship, then use the **[Y]** key to synchronize your speed with it. This will effectively keep you *motionless* over the ship's hull (at least as long as you stay headed in the same direction). From this position it's much easier to adjust your speed for an optimal attack on a nearby turret. This is particularly useful when lining up the Devastator's main gun on a turret ahead. Mass drivers are also excellent turret weapons, if you remember to fire inside their very short range.

When you have to get away from the ship, however, get away fast. Approach and withdrawal are the times you're most vulnerable to the cap ship's beams and missiles.

If you clear a large enough area of turrets, you can actually use the ship as cover to relax and let your shields regenerate for a few moments (but remember to stay alert if there are defensive fighters still in the area).

Some of the playtesters like to use the Target Track Cam View (**[F12]**) when going on turret hunts. This view, with your ship in the foreground and the cap ship hull "beneath" it, provides an excellent perspective from which to tell what's shooting at you and from which side. Plus it looks extremely cool.



Strafing Runs

Strafing is an offensive maneuver that is generally used against large targets that are moving slowly relative to yourself (i.e., cap ships). You can either approach at a low angle of attack and open up with guns, or dive in and fire as often as possible before peeling away to begin again.

You don't want to fire before your shots will do any damage. In general, wait until you are about 3000 k from your target. (You can use a missile at either the top or bottom of your run, if you feel a little extra firepower is appropriate.)

If you're in a fighter where autosliding is allowed, this maneuver can make your strafing attack even more effective. It takes practice, but if you tap **[Caps Lock]** at just the right moment, you can change the angle of your ship's nose without changing course, allowing you to keep firing longer. (See **Slide & Pop**, below.) Once you really get the "feel" for your ship, you'll be able to autoslide through a strafing run, then just as you're about to go out of range, tap the afterburners again and autoslide back the other way. This "rocking" motion creates, in effect, a continuous strafe that you can continue for as long as you need to take out your target.

Remember, however, a strafing run makes you a pretty target for any enemy fighters. They'll try to get on your tail the second you head toward a cap ship. Ignore them as long as you can, then try to maneuver away or behind them. If you run out of juice for your guns, afterburn away from the fighting to let them power back up.

Slide & Pop

Fighters that can autoslide have another maneuver — the Slide & Pop. The beauty of the autoslide is that when you release it, your ship *immediately* heads in the direction that its nose is pointing. This means that you can abruptly change your angle, leaving your enemy trying to arc around and get back on your tail. If he's going to make it, Slide & Pop again — there's no limit to how many times you can Slide & Pop, so zig-zag like a butterfly with this one if you need to.

Ships That Autoslide

- Piranha
- Panther
- Vampire

(Note to *Wing Commander* vets — *Prophecy* includes more realistic physics than previous *Wing Commander* games, and your sliding ship maintains a great deal more inertia than it did, for example, in *Wing IV*. While the Slide & Pop remains an extremely effective tactic, don't expect quite the same degree of responsiveness you may be used to.)

Cruise control. Another potential use of autoslide is for accelerated cruising. If you punch your afterburners for a moment and then autoslide, you can stop pressing the slide button and continue on at full afterburn speed, as long as you continue moving straight. This is an excellent way to conserve afterburner fuel.



Aces

If an Alien ace appears on the battlefield, get it fast before it gets you. They will be flying Devil Rays — a Manta body but with 2 tail fins and a yellow markings. Aces will key directly on you, personally, and will stay on you until one or the other of you is dead.

When an ace is after you, do use your missiles — forget about missile conservation, this is what you've been conserving your missiles *for*. Be prepared, however. Aces use their decoys *much* more effectively than regular fighters. This doesn't mean that a nice heavy barrage of IR or FF missiles isn't an effective tactic against an ace — it just means it's not a guaranteed kill.

If you're a real crack shot with missiles, Dumbfires are actually one of the best options against aces, since they do massive damage and can't be decoyed. To effectively use an unguided missile against an opponent as slippery as an ace, you have to be very, very good, and the ace has to be very, very close. Fortunately for you, aces like to fly very, very close (the other condition is up to you).

If you can't quite make the Dumbfire trick work, Swarms are a viable option, since there's too many submunitions flying around for them all to be decoyed. Like Dumbfires, however, Swarms have to be used when the ace is close in to be effective.

Cheats

The most important "cheat" in the game is perfectly legal — it's the INVULNERABILITY option in your Options menu. Toggle this option on and absolutely nothing can stop you from living through the mission. You'll still have to do the work of eliminating the enemy and completing your mission objectives, but you'll be immune from harm while you do it.

When to use INVULNERABILITY is entirely between you and your conscience (missions completed with INVULNERABILITY on will be so flagged in your stats). Use it temporarily to get past that one killer mission, or for the whole game so you can watch the movies and see how the plot develops before getting down to the hard work. Just don't play through the campaign on INVULNERABILITY and then go brag to your friends about how you "beat the game in a few hours." That displays a lack of class.

Other games have shipped with certain editing and testing codes still in the software that allowed players who knew them to access enhanced targeting or damage options. There are no such codes in *Wing Commander: Prophecy*. If you hear reports of any "cheat codes" for this game, exercise extreme caution in using them. Chances are they will do nothing at all, but if they do do anything it will definitely be outside the normal parameters of the game, might have a serious effect on your game or saved files or system configuration and ORIGIN Customer Support will not be able to help you.



Guns

The wonderful thing about guns is that they're a renewable resource. You can't permanently "run out of ammo" (except for the Stormfire, which uses "live" ammo). However, they can still run out on you right when you need them most — unless you use sensible firing discipline. If you keep your trigger glued down all the time, you'll spend most of the time with your gun power pool on empty, firing nothing but the occasional laser zap, which will accomplish little or nothing against a shielded enemy.

Full guns, of course, drain power much more rapidly than firing a specific type.

There's only one time you should ever hold down the trigger for more than a shot or two, and that's at the end of a strafing run against a cap ship. The rest of the time, concentrate on firing only when you can hit something. About three consecutive bursts should be your maximum, and use that only when the enemy's lined up perfectly in your sights. Getting all excited and firing constantly is a rookie trait, and a habit that needs to be broken quickly.

Another rookie trait is to pound away at one guy for awhile, then get distracted and take off after someone else. You have to wear down the shields of an enemy before they'll go "pop," and that will never happen if you give them a chance to regenerate. In fact, pick a particular shield (front or rear), and concentrate on it if you can. Switching between shields on the same fighter also allows each shield to regenerate more quickly than you want it to. Once you pick your target, stick with it until it's destroyed, unless something absolutely critical interferes.

Targeting

Targeting is probably the single most difficult element of fighter-to-fighter combat. The first time you booted the game and got into flight, you probably started firing the second you saw an enemy, and stopped when he disappeared from view. If you were lucky, you may have tagged his shield a time or two, without doing any real damage.

Here are some tips for keeping an enemy in your sights long enough to do serious damage:

- **Match his speed.** The slower you go, the quicker he'll zip out of your field of fire. If you're going too fast, you'll probably overshoot him. Lock him as a target ([L]) then tell your ship to match his speed ([Y]).
- **Watch the ITTS.** Trust the little green diamond. Don't aim straight at the ship — you'll only hit it by accident ("even a stopped clock is right twice a day"). Keep your cross hairs lined up with the ITTS. Some testers prefer to wait until the ITTS lines up right over the ship, then fire off a concentrated multi-shot burst, while others follow the ITTS around the screen, keeping up a steady stream of fire. Both targeting strategies



are equally legitimate, depending on your reflexes and fighting style, but the important thing is that both methods rely on the ITTS for aiming, and both conserve gun energy so you can fire at full power when you need to.

- ⊗ **Stay on his tail.** It's tempting to take pot shots at anybody who happens to cross your screen, but it's seldom fruitful. Get on one enemy's tail and stay there, however, and you'll find it much easier to get the several consecutive shots you'll need to bust through his shields.
- ⊗ **Wait for the turns.** If you're following an enemy, particularly at a distance, watch for the moments when he starts to reverse motion and double back on you. This is a golden opportunity, because it produces a moment of near motionlessness when it's possible to line up your shots directly on his ship and get several off right into his face.
- ⊗ **Practice.** Targeting is not a skill that can be learned by correspondence course. Hit that simulator!
- ⊗ **Rear Guns.** You already know that your best bet against the enemy is to get on his tail and stay there. It should come as no surprise that the enemy wants to use the exact same tactic against you. When you're flying in a big, slow, cumbersome bomber, your butt is a particularly inviting target. Of course, you have a fighter escort that's supposed to keep enemy defenders busy while you take care of your business, but sometimes you have to take matters into your own hands. For that reason, you're given turrets on Devastators (rear and side) and Shrikes (one in the rear). This weapon exists for the express purpose of brushing enemy fighters off your six. It's not a strong weapon, but it can be distinctly discouraging when used with precision.

When you switch your view from front to rear, your ship continues along its course, and manual control switches to aiming the rear gun. The turret actually fires automatically whenever an enemy ship enters its firing radius, but it's much more effective under manual control.

- ⊗ **Full Guns.** In general, full guns should be your default combat setting, since your goal is to punch through the enemy's shields and do real damage. As you gain in experience and your fighting style develops, you may want to modify this for specific ships or situations.

Some testers, for example, like to bump up their gun power a little on the Panther and Vampire, and fly with Tachyons only. This allows excellent damage and an almost continuous rate of fire — the high shot frequency makes up for the damage lost to full guns.



Firing Missiles

The easiest mistake to make when firing a missile is being either too close or too far from the target. When are you too close to fire a missile? When the ship you've targeted is about to fly by you, making the missile turn in an arc to follow it. By the time it gets back on target, the missile will have run out of fuel and "died." (Sometimes a ship can run into the missile before it passes you, but that's sheer luck.)

You're too far away if the missile dies before reaching its target. You're also too far away if the enemy can drop a load of decoys and escape. The best position is right behind a ship, close enough to hit it with your guns.

In *Prophecy* it is possible to shoot down an incoming missile. It is also possible to shoot down one of your wingmen's missiles in flight (oops). It is not, however, possible to shoot down your own missile after launch.

If the enemy bunches up (something they do only rarely, unless they're starting to cluster) you can use a missile to scatter them, since they'll usually give an incoming missile their full attention.

Evading Missiles

When the missile lock light comes on in your HUD, you should immediately veer off (or roll off) into a steep dive or climb, at the same time releasing two or three decoys. Unless the missile was released from an enemy very close on your tail, this will usually be enough to break the lock. You should practice this routine until it becomes an instinctive response to the missile lock light.

If you're "jousting" with an enemy fighter and you see him fire a missile at your front, you can sometimes slip past just by changing your angle of approach slightly and accelerating. Once the missile is behind you, you're probably safe.

Bombers tend to rely on their decoys a lot. If you run out of decoys in a bomber, try dropping a few mines instead. A missile hitting a mine instead of you is, frankly, a huge long-shot — but that's better than no shot at all.



Strategic Retreat and Recuperation

Don't die when you don't have to. Sometimes temporarily turning tail and running out of the fire zone for a quick breather is the best way to stay alive. This is usually true at the end of a hard dogfight, when your shields are worn down to little or nothing. Don't dash back into the action until you've given your defenses time to recharge. (Remember to check and make sure your shield regenerator power is set to a significant level, if you've adjusted the power levels.)

Once you've cleared all the enemies in a given action area, punching the Autopilot will recharge your guns and shields. (Remember, Autopilot isn't a magical teleport command, it's just a way to avoid having to play through long minutes or even hours of flying in a straight line through empty space.)

Shaking Your Tail

The most dangerous situation for your ship is when an enemy is right behind you. The Aliens in *Prophecy* are extremely aggressive about getting behind you and sticking there.

Using only your radar, it can be difficult to tell the difference between a fighter who's on your tail and one who just happens to be behind you. One way to tell if you're being tailed is to wait until your rear shields and armor start to vanish, but this is not the preferable method. Another technique, which is particularly useful when you're trying to run down an elusive enemy ahead, is to periodically tap **[U]** to target the nearest enemy. If your target switches from the ship you're chasing to a ship behind you, it's a pretty safe bet the ship behind you is lining up on your tail. While it's never a good idea to let an enemy get away once he's in your sights, it's an even worse idea to let an enemy get on your six and blow you to bits, so do what you have to to get rid of the tail.

If you're in an autoslide-capable fighter, do a 180° **Slide & Pop** (see p. 54) to put your tail in your sights. If you're in a bomber, switch to your rear turret view and start pounding his nose. If you can't let up on your current target but have a persistent tail, start weaving vertically, climbing and diving behind your target. He'll be harder to hit (you'll have to fire as your ITTS passes your target) but so will you.

When you're trying to shake a tail, anything is fair game. Dropping decoys or (in bombers) mines might interfere with the tail's aim or force him to veer off for a moment. As a last ditch effort to shake a persistent and close tail, you can try to fire an FF missile. It will cue on the closest enemy, and if that enemy happens to be behind you it will loop around and try to lock on the enemy. It's unlikely the missile will hit, but it may make him veer off to take evasive action.



In General

- ☉ Taunting has a chance to draw an enemy away from what he's doing to attack you instead. This can be useful if one of your wingmen is in trouble, or if you're on an escort or other defensive mission.
- ☉ The Aliens tend to come at you in a spread formation and then "swarm" around you (in contrast to the Kilrathi, who favored tighter formations). This limits the utility of homing-missile barrages early in the fight. However, because of the aggressive nature of the enemy and its tendency to attack from all sides, the most important kills in any battle are your first one or two. If you can manage to take an enemy or two out before the enemies truly close, the rest of the battle will go much easier. This means that the homing missile barrage is still a viable tactic, since even though the missiles will probably take out fewer enemies, the enemies they do take out are even more important.
- ☉ A high-risk tactic that sometimes works to get those early kills is to break away from your wingmen and the other wings as soon as you arrive in the action area, and try to loop around and get behind the enemy while they key on the mass of friendly ships. Do not, however, try this unless you're flying at the default skill level or lower, because at high skill levels the enemy is much more likely to key directly on you, rather than on the greatest density of confed ships.
- ☉ If you're trying to do a quick turn or loop to get the enemy in your sights, follow the direction of the red targeting arrow on your HUD. Get in the habit of releasing the joystick at just the moment the red arrow changes to the green ITIS cursor. This will usually put the enemy somewhere near the center of your field of fire. If you wait until you actually see the enemy ship, you're much more likely to over-turn, losing valuable seconds correcting your aim that could have been used to squeeze off shots.
- ☉ A good habit to cultivate (especially if you have plenty of afterburner fuel left) is to tap the afterburners for a couple of seconds after every kill. This will give you a few valuable split-seconds of turning time if the enemy is behind you.
- ☉ A well-aimed Dumbfire missile is a natural for breaking up Ray clusters. When the Remoras break away from a disrupted Ray, there are a couple of seconds of "hang time" before the Remoras start firing or maneuvering. Use this time wisely and you can take out several before they get in the first return shot. Don't even take time to consciously aim — just squeeze off as many snap shots as you can.



DIFFICULTY LEVELS

There are five Difficulty Levels in *Wing Commander: Prophecy* — from easiest to hardest, they are *Rookie*, *Veteran*, *Ace*, *Hero* and *Nightmare*. According to the game design docs, *Rookie* should be easy to win; *Ace* should be perfect, “just the way we want it played”; and *Nightmare* should be winnable, but only by the best players when playing without INVULNERABILITY.

The Difficulty Level you choose modifies seven gameplay factors. These factors, plus the modifications keyed to each Difficulty Level, are listed below.

Fighter Damage Points. As the hero, your fighter is always harder to destroy than comparable fighters. At *Rookie* Level, it can absorb up to four times as much damage as other fighters of the same class. This advantage is gradually removed at higher levels, but even at *Nightmare* Level, your fighter can absorb more damage than comparable fighters.

Gun Strength. At *Rookie* Level, your gun shots (laser cannon, fighter turret, and so forth, but not missiles, torpedoes or mines) inflict double damage. At all other levels, damage is normal.

Enemies Targeted on You. The number of enemies that might target you at once ranges from only 1 (at *Rookie* and *Veteran* Levels) up to 3 (at *Nightmare* Level).

Enemy Missiles. At *Rookie* Level, enemies never fire missiles at you. The higher the level, the greater the chance that an enemy ship will target you with a missile — at *Nightmare* Level, you’ll be the frequent recipient of incoming destruction.

Enemy Turns. At *Rookie* Level, enemy craft can only turn (to pursue or evade) at about 80% of the Pitch, Yaw and Roll rates listed in the ship stats (p. 80). Their ability improves with each Difficulty Level, until you reach *Nightmare* Level — at *Nightmare*, enemy craft turn 20% *faster* than the listed rates.

Enemy Gun Accuracy. The enemy chance to hit improves with each Difficulty Level — enemies at *Nightmare* Level have about a 50% better chance of hitting than do enemies at *Rookie* Level.

Enemy Chaff. Enemies at *Rookie* Level trigger very few decoys to spoof your missiles. The higher the level, the likelier an enemy is to press the decoy button.



NAV MAP

In earlier installments of the *Wing Commander* series, the NAV map was basically a resource that allowed you to count how many NAV points you were scheduled to visit. In *Prophecy*, however, its usefulness has been greatly expanded, making it one of the most valuable tactical resources in the game.

A Brief Pause

The first thing to know about the NAV map is that it stops the action, so it can function as your pause key in combat (calling your Mission Objectives will also pause the game). This is obviously handy when you get called away to supper, but if you pause using the NAV map you also have the opportunity to take a long, close look at the battle.

Call the NAV map with **Ctrl****N**.

Zeroing In

Once you're in the NAV map, zoom in for a close-up view of your current NAV point, including all cap ships and fighters called out individually by type, and all wingmen called out by callsign. This is an incredibly useful tactical resource, allowing you to see what you're up against, where it's coming from, and the best way to get to your objective, all from a viewpoint that's far more useful for general overview purposes than either your camera views or your radar. It's as if you had the ability to call "Time out!" at any time during the battle and study a detailed diagram of the battlefield at that exact moment.

Zoom in on a specific NAV point with **Z**. Hit **Z** again to return to the overall view.

A New Perspective

The NAV map is more than just a top-down diagram, however, because it can be fully rotated in three dimensions. This is extremely important in a 3-D space combat game, because it allows you to know if the enemy that seems to be right behind you is actually right on your tail, or a couple of thousand clicks over your head. Likewise you can tell if you're actually heading straight towards your next target, or about to overshoot it by a considerable margin.



The NAV point maps can also be zoomed in or out. This is important when you have several ships clumped in a small area, because at normal perspective it can be extremely difficult to see exactly how many ships are in a given "clump," and of what type. The zoom always moves straight in on the center of the map, but it's usually easy to rotate the map so that the group you want a closeup on is between you and the center.

Rotate the NAV map with your number pad. The map will also auto-rotate, but it will stay in position for several seconds after each time you adjust it.

Zoom in and out on a NAV point with **[F]** and **[J]**.

One-on-One

You can individually click on all the ships at a given NAV point. Not only does this give you a picture of the ship in question (in correct perspective from your current relative positions), it also does two other very important things:

1. It draws lines between the ship you've clicked on and a) the ship it currently has targeted and b) any ship it is defending. Lines are also drawn between the ship you've clicked on any ship targeting it.

This allows you to see how many enemy fighters are heading straight for you, and also to check where the attention of your wingmen or of a companion wing is currently directed.

2. It sets whatever ship you're viewing as your current target. (Obviously, if you then view another ship, the new ship will become your target.) This can be an efficient alternative to cycling through available targets on the HUD.

Use **[T]** to target and view an individual ship on the NAV map.

Setting Your Course

Finally, you can use the NAV map to move around your entire mission area at will — to go, for example, from NAV 4 back to NAV 2. This is useful when you want to double-check on a mission objective. It's also necessary if you want to change your course to answer an optional rescue call (very important for certain missions), or if you accidentally hit the Autopilot between destroying the last of the fighters at a NAV point and killing the cap ship there.

Click **[M]** on a NAV point to set it as your next destination.



SIMULATOR TRAINING MISSIONS

Commodore Christopher Blair took personal responsibility for creating the training exercises on the *Midway's* simulator. By the time Casey is assigned to the *Midway*, Blair has programmed eight of ten missions, Level 0 through Level 7, based on mission designs by Blair and four of his combat-savvy fellow officers. These missions all feature Kilrathi opponents. Chief Petty Officer Coriolis finishes the task for Blair about two-thirds the way through the current tour of duty — simulator missions Levels 8 and 9 come on-line at the beginning of the G-series missions, and feature the newly discovered Alien craft.

You may choose from any of the fighters on the *Midway* to fly each simulated mission (but not any of the enhanced or Wild Weasel loadouts). Your wingmen's ships are always pre-programmed.

With specific exceptions noted under each applicable mission, Blair and Chief Coriolis programmed the simulator missions to match typical fighter and cap-ship pilots.

Simulator missions are accessible, in progress, by any other pilot on the *Midway* net. In fact, in at least one simulator mission (Level 8: *Alien Fighter Gauntlet*), you might be joined in the middle of the mission by Maestro, Maniac and/or Blair.

Level 0: Basic Flight Training

- **Afterburners and Speed Control**
- **NAV Points and Autopilot**
- **Weapons, Targeting and Target Tracking**

Basic Training is a straightforward exercise meant to familiarize pilots with the basics of navigation and combat technology. Follow your instructor's directions from each NAV buoy, engaging the relatively tame enemy ships along the way. Get used to using the small green diamond that appears near a target ship (the ITTS reticle). By firing at the green diamond, instead of directly at the enemy ship you have targeted, you can effectively lead the enemy vessel.



Level I: Basic Offensive Strategies

- **Advanced Target Tracking**
- **Flying With Wingmen**
- **Asteroid Field Navigation and Combat**

Travel to the first NAV point, and engage the enemy fighters near the transport. Once you have taken care of the few enemies in the area, you'll lead two wingmen to the next NAV point, where you'll encounter increased resistance. Don't neglect your missiles if an enemy is giving you a particularly hard time. Missiles go a long way toward quickly evening the odds.

During the battle, you receive a distress call from another cargo ship back near the first NAV point. Once you've taken care of the fighters nearby, take your wingmen back in that direction, and again defend a transport to successfully complete the mission. The final round of fighting isn't quite as intense as the combat at NAV 2, so don't worry if you launch all your missiles before heading to the last NAV point.

Wingmen

Sim Pilot 4

Fighter	Piranha
Loyalty	2
Verbosity	2
Flying	2
Gunnery	2
Ejection	2

Sim Pilot 6

Fighter	Piranha
Loyalty	4
Verbosity	4
Flying	2
Gunnery	2
Ejection	4



Level 2: Defensive Strategies and Escorting

- **Close Escort Techniques**
- **Capital Ship Defense Techniques**

Make your way to the first NAV point, and clear the area of enemy fighters pending the arrival of a Confed transport. This mission turns up the dogfighting a notch, so be ready to employ all the tricks in your bag to avoid taking a serious pummeling from the many Kilrathi fighters, including decoys to shake off any missiles headed your way, and afterburners to quickly chase down your current target.

At all times, watch out for the corvette. If you try to dogfight anywhere near it, its larger guns will make short work of your budding simulator career. Keep your distance and take out the smaller fighters, and save your best missiles to help you get through the corvette's defenses. It's a real chore to hammer the corvette's shields down, and then destroy it before the shields have a chance to regenerate.

If you're having trouble, consider switching to one of the heavy bombers to fly this mission. The larger bombers not only have a bomb payload, but they also have a significantly larger gun array, which allows you to torch Kilrathi fighters with ease as long as you're employing Full Guns.

Level 3: Heavy Weapons Training

- **Bomber Melee Techniques**
- **Capital Ship Attack Techniques**
- **Bomber Ordinance Management**

At the first NAV point of Level 3, you're greeted by a contingent of heavy Kilrathi fighters, awaiting the arrival of a Kilrathi transport. As you make your way to succeeding NAV points, encountering swarms of Kilrathi defending capital ships, you are tasked with properly managing your resources (under duress) in order to complete your objectives.

Keep one finger on your decoy button, as the simulated Kilrathi will be looking to slip a missile up your exhaust port given the slightest opportunity. Also, since you're piloting a much heavier craft than you are perhaps used to, you'll want to be constantly utilizing your afterburners so that the more nimble Kilrathi ships can't escape from you long enough to let their shields recharge.



Finally, don't be led into the vicinity of the large capital ships while you dogfight, or their large guns will tear you apart in a moment. Keep your distance until you're ready to let loose with your most damaging missiles, and then use your afterburners (and the Rear View camera) to avoid taking too much damage when you make bombing runs. As in the Level 2 mission, you have to be accurate as well as nimble in order to bring down the larger ships' shields and then destroy the big craft before they can recharge and negate the effect of your bombs.

Level 4: Kilrathi Fighter Gauntlet

• 10-Minute Time Limit

• Fighter Melee Techniques

• Enhanced Stamina

• Fighter Ordnance Management

This resurrects memories of your dogfighting final exam, with waves of Kilrathi craft arriving for a major melee. Remember your decoys and afterburners, and don't get suckered into fighting near the corvette. Between waves of fighters, your targeting system usually locks onto the larger ship, and thus you're tempted to turn toward it. Realize that as each wave wanes, the last ship in the area is going to be the cap ship. Unless you'd really like to impress the other pilots, you can simply keep your distance, and fend off the waves of fighters. If you decide to tackle the cap ship, you might consider drawing off the last couple of fighters in the first wave, and then making a missile run on the corvette, using afterburners to open a gap with the smaller fighters trailing behind you.

Four Kilrathi aces are mixed into the swarms of Kilrathi flying against you:

Deathstroke

Appears at beginning of mission.

Fighter	Dralthi
Loyalty	2
Verbosity	4
Flying	4
Gunnery	5
Ejection	5

Bloodmist

Appears at 2:30 minutes.

Fighter	Dralthi
Loyalty	2
Verbosity	4
Flying	5
Gunnery	4
Ejection	5

Fireclaw

Appears at 5:00 minutes.

Fighter	Vaktoth
Loyalty	1
Verbosity	4
Flying	5
Gunnery	5
Ejection	5

Deathfang

Appears at 8:00 minutes.

Fighter	Vaktoth
Loyalty	2
Verbosity	4
Flying	4
Gunnery	5
Ejection	5



Level 5: Timed Fighter Sweep

- **5-Minute Time Limit**
- **Operating Within Time Parameters**
- **Fighter Melee Techniques**

This is another dogfighting exercise, albeit with tighter time parameters than you've experienced before. Be aware that missiles are the fastest way to take out a Kiltrathi — you need to pick your shots from relatively close range, and follow up with Full Guns to make sure that the Cat doesn't momentarily escape and soak valuable time off the clock.

Level 6: Capital Ship Sweep

- **10-Minute Basic Time Limit (Plus Bonus Time)**
- **Fighter Melee Techniques**
- **Capital Ship Attack Techniques**
- **Operating Within Time Parameters**

The encounters of this mission are a series of melees with Kiltrathi fighters, each joined in the area around a corvette. As before, make sure that you don't get baited into dogfighting near the larger ship, and save those missiles to quickly take down the corvette's shields when it comes time to make attack runs on it.

You don't have to attack the corvettes, but each one you eliminate adds 20 seconds to the mission clock. The greater the time bonus, the more fighters that appear, the more you take out, the higher your score!



Level 7: Carrier Defense

- **Fighter Melee Techniques**
- **Capital Ship Defense Techniques**

In this mission, you're charged with fending off a Kilrathi attack on the *Midway*. Fortunately, the attacking ships are only fighters, and so the *Midway* is able to offer ample support. The Kilrathi seem well aware of the *Midway*'s gunners' abilities, and so you can use that to your advantage when fighting near the large ship. The Kilrathi are going to want to keep their distance, so that limits their choices somewhat when it comes evasive maneuvers. If a Kilrathi fighter is near the *Midway*, any evasive maneuvers are almost invariably away from your carrier — with that foreknowledge, you can often anticipate a Kilrathi's turn and already be leading him with your targeting reticle.

Wingmen

Sim Pilot 2

Fighter	Vampire
Loyalty	3
Verbosity	3
Flying	1
Gunnery	1
Ejection	3

Sim Pilot 14

Fighter	Vampire
Loyalty	4
Verbosity	4
Flying	5
Gunnery	5
Ejection	4

Alpha 3

(Sim Pilot 1)

Kilrathi Ace 1)

Fighter	Vampire
Loyalty	2
Verbosity	4
Flying	4
Gunnery	3
Ejection	5

Alpha 5

(Sim Pilot 4)

fighter Wasp

Loyalty	2
Verbosity	2
Flying	2
Gunnery	1
Ejection	2

Alpha 7

(Sim Pilot 1)

fighter - Dwyer 8

Loyalty	2
Verbosity	2
Flying	1
Gunnery	1
Ejection	2

Alpha 9

(Sim Pilot 3)

fighter - Ironhorse

Loyalty	4
Verbosity	4
Flying	1
Gunnery	1
Ejection	4



Level 8: Alien Fighter Gauntlet

- **10-Minute Time Limit**
- **Fighter Melee Techniques**
- **Enhanced Stamina**
- **Alien Combat Techniques**

This is an "arcade"-style simulation that introduces the Bugs to the simulator. It only appears in the G, H and I series. You have 10 minutes to kill as many fighters as you can. Random Alien fighters appear rapidly one at a time until there's about five on screen. Once you kill the last fighter in a given wave, a new wave immediately begins to arrive. The more you kill, the higher your score.

You might be joined by a wingman (or even three!) five minutes into this mission. Each wingman who appears pilots a Vampire:

- If you have 41-60 kills, Maestro joins you.
- If you have 61-80 kills, Maniac joins you.
- If you have over 80 kills, Blair himself joins you.

Maestro's Sim Stats

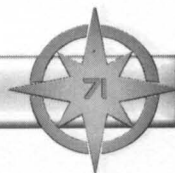
Loyalty	2
Verbosity	4
Flying	3
Gunnery	4
Ejection	5

Maniac's Sim Stats

Loyalty	2
Verbosity	5
Flying	5
Gunnery	5
Ejection	5

Blair's Sim Stats

Loyalty	3
Verbosity	3
Flying	5
Gunnery	5
Ejection	4



Level 9: Advanced Alien Fighter Gauntlet

- 10-Minute Time Limit
- Fighter Melee Techniques
- Alien Capital Ships
- Alien Combat Techniques

This is a much harder "arcade"-style scenario. Same 10-minute limit; eliminate as many Aliens as you can. This time, however, the Alien force is a destroyer and up to 9 random fighter escorts (including corvettes). You get to choose as many wingmen as you want from up to 8 friendly fighters (including a Vaktoth). And again, a new wave of fighters appears when you kill off the previous wave. Furthermore, each time a destroyer is killed another one jumps in — up to a six times. The designers believe that six cap ship kills is impossible given the odds (three is doing *really* well). Feel free to take that as a challenge.

Wingmen

You are Alpha 1; you get as many of the following wingmen as you care to bring along:

Alpha 2 (Sim Pilot 6)

Fighter	Vampire
Loyalty	4
Verbosity	4
Flying	2
Gunnery	2
Ejection	4

Alpha 4 (Sim Pilot 7)

Fighter	Panther
Loyalty	2
Verbosity	2
Flying	3
Gunnery	3
Ejection	2

Alpha 6 (Sim Pilot 5)

Fighter	Shrike B
Loyalty	3
Verbosity	3
Flying	2
Gunnery	2
Ejection	3

Alpha 8 (Sim Pilot 2)

Fighter	Piranha
Loyalty	3
Verbosity	3
Flying	1
Gunnery	1
Ejection	3

Alpha 3 (Sim Pilot Kilrathi Ace 1)

Fighter	Vaktoth
Loyalty	2
Verbosity	4
Flying	4
Gunnery	5
Ejection	5

Alpha 5 (Sim Pilot 4)

Fighter	Wasp
Loyalty	2
Verbosity	2
Flying	2
Gunnery	2
Ejection	2

Alpha 7 (Sim Pilot 1)

Fighter	Devas. B
Loyalty	2
Verbosity	2
Flying	1
Gunnery	1
Ejection	2

Alpha 9 (Sim Pilot 3)

Fighter	Tigershark
Loyalty	4
Verbosity	4
Flying	1
Gunnery	1
Ejection	4



MISSION TYPES

When you fly a *Wing Commander: Prophecy* mission, you don't know just what your mission's going to entail until you get your briefing. While this adds a certain element of surprise to each mission, it also means you need to be prepared for anything.

Combat Air Patrol

Combat Air Patrols (CAPs) are best left to the redshirts, those pilots fresh from the Academy. Your scores were so high during flight school, however, that you're never called on for a CAP assignment. They usually take place close to the carrier, and aren't particularly dangerous, so CAP missions are considered good training for newbie pilots. The main objective for this mission type is to patrol and protect the space immediately around the carrier.

NAV Point Sweep

This is by far the most common mission type — your overall assignment is to visit a few pre-defined navigation points, kill everything you can lay your radar on, then come back in one piece. You'll usually take on a sweep with two or three other wingmen, or sometimes even by yourself (that's rather rare).

The most important rule to remember when flying a sweep is to follow the NAV points in order. If you hit the checkpoints out of their assigned order, you'll probably be called back to the *Midway* to protect it from attack, or even worse, face a swarm of enemies you wouldn't encounter otherwise. The safest course is always the plotted course.

Any recon duties you take on are usually part of a standard, three-point NAV sweep — you set out to find something, then you kill it. In one mission, for example, you're assigned to locate a transmitter among a bunch of Alien buoys. In another mission, you destroy wormhole towers. Both require you to clear an area of fighters, then locate the target you're looking for.

One last note — you'll find that your *Attack My Target* and *Help Me Out* wingman commands come in the handiest when you're trying to finish a hectic battle in a sweep mission.



Carrier Defense

Carrier Defense missions are simple, but essential. You'll usually be reacting to a scramble alarm, and you'll usually defend only one NAV point — the carrier. When you launch, the first thing you're going to want to look at is the battlefield. Look at the ships, and prioritize them in your mind. Whatever you do, don't stray too far from the carrier, and attack the most threatening enemies first.

There are two sights that should worry you on a carrier defense mission. One is an Alien bomber, which is no doubt intent upon bombing your carrier. The other is a Skate-T torpedo ship, which fissures into three individual Skates once you hit it. Take them out in this order, making sure you hit all the bombers first. The Skates will most likely be arriving in waves, so you want to hold off on hitting them until the bombers have been dispatched. Finally, look for the heavy fighters. They aren't that maneuverable, but they occasionally carry torps and have strong shields and armor.

The attacks posing the least danger occur when only Morays attack.

Some attacks against the *Midway* involve cap ship missiles already launched and enroute to the carrier. In these cases, you've got to neutralize the missiles within a specific timeframe. To find them, cycle through targets until you target the cap ship missile, then chase it down.

Escort

Next to Carrier Defense missions, escort taskings make you more accountable than any other mission type. You're not out to survive — you're in charge of making sure that one or more fighters, an entire squadron, a search-and-rescue team, or a Marine shuttle safely travel from Point A to Point B. This idea of escorting other craft isn't new — it dates back to the early days of warfare. Usually, what you're escorting is either very large and powerful, or very important. Either way, it must survive.

When flying escorts, make sure you kill anything that threatens your escort. Take out the heaviest threats first (i.e., the ones with the biggest guns or missiles). If Skate Clusters figure into the mix, save them for last — they'll split into three individual ships and clutter an already-cluttered battlefield. The gravest mistake you can make is to follow an enemy after he makes a pass on your escort. He'll try to lure you away from whatever you're protecting, then rush in for an attack, or open the channel for an attack by another bandit.

On an escort, don't rely too much on your redshirt wingmen. They don't have a lot of confidence. You might have to assist them against heavier targets.



Mine-Laying/Clearing

Often, Confed has to place mines in or near strategic asteroid belts or jump points. This tactic is designed to surprise the enemy where it's least expecting danger. Mines floating in space track the nearest moving object, so you can drop them in areas where large ships are expected to move in.

In the game, you'll be assigned both mine-laying and mine-clearing missions, and you'll usually fly either a Shrike or Devastator. The objectives for both mission types are similar. Upon arriving at the drop site, you clear out any enemy fighters. Then, you drop mines (mine-laying mission) or take potshots at enemy mines (mine-clearing mission).

If you're shooting down enemy mines, you'll need to move within 4000 clicks. And since you can't target these pesky little guys on radar, you've got to make a visual ID. Use guns to take them out.

As a general note, take out any mine-laying ships you see in any mission. The Aliens use a Skate-M — three smaller Skates that are connected to a belly-mounted, mine-laying system.

Bomber

This puts you in the same situation as escorting a bomber, only the situation is reversed. You're the one flying the bomber, and you have computer-controlled escorts. They're not really bad pilots, but you shouldn't count too much on them.

The only way to take out a cap ship is to take out its main components. Before you can do that, though, you have to be able to get close enough. The fighters should take out the turrets, then the shield emitters. If they fail to hit the shield emitters, you can go in with your guns to take it out. Be prepared, however, to take a number of solid hits. (Remember to adjust your shield power to the front when you make your approach, and the rear when you're making the retreat.)

Your next objective is to take out the cap ship's engines — when you do this, the ship isn't maneuverable. Not an inch. Finally, take out the bridge. If your escorts haven't taken out all the turrets, this makes the remaining turrets and missile launchers inoperable.

Some bombing missions involve multiple enemy cap ships. If you find yourself in this situation, conserve your torpedoes ... don't just fire at will. If a carrier is present, concentrate your attack on it first. Take out its launchers to keep it from throwing more fighters at you.



Escort Bomber

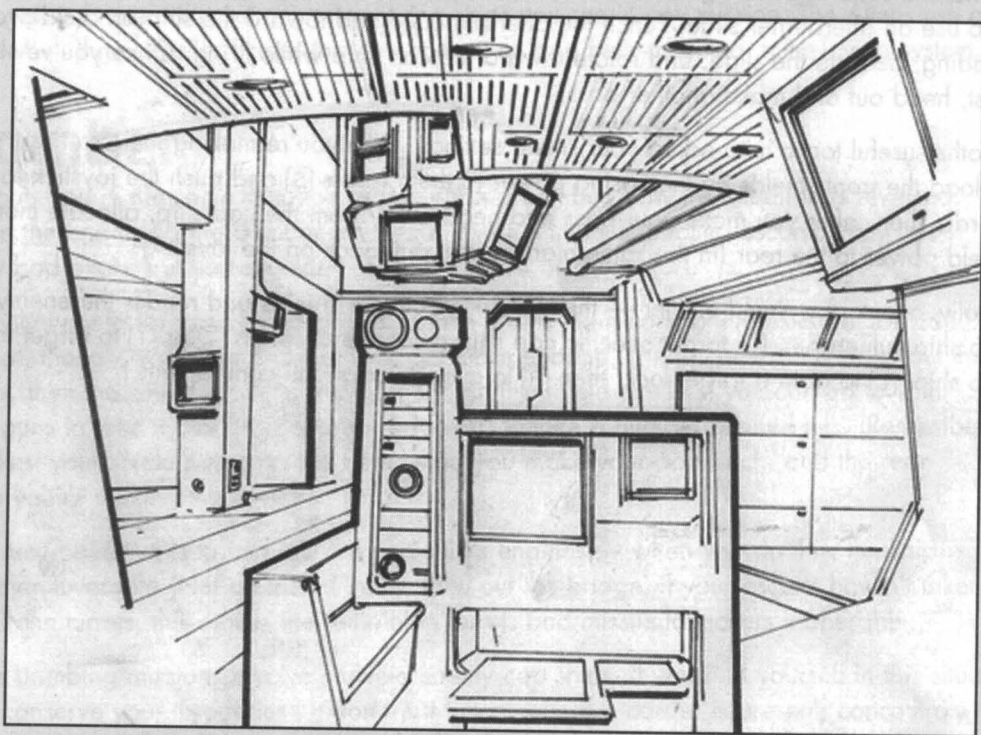
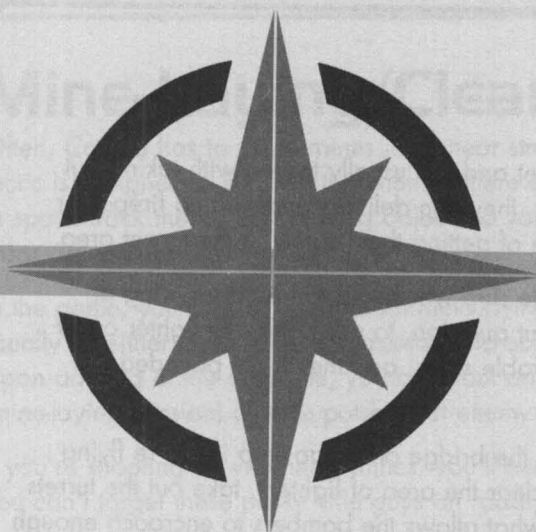
Bombers are the strong arm of the Confed fleet and are usually tasked with taking out cap ships. Provided they can get to the target, they can deliver concentrated firepower. That's where you come in ... you're in charge of getting them safely to the target area.

You tend to fly a heavily armed, maneuverable ship whenever you escort a wing of bombers. Your first objective is always, without question, to eliminate any fighter cover that exists. Bombers aren't the most maneuverable ships, and they'll get pounded if swarmed by fighters.

Don't bother trying to take out the engines or the bridge on a cap ship if you're flying escort. The bombers can do that. Once you clear the area of fighters, take out the turrets on any enemy cap ships in the area. This is what allows the bombers to encroach enough to make a solid attack. A good offensive technique, if you're flying a Panther or Vampire, is to use an afterburner slide. Punch the afterburners, head toward the ship on a sideways heading, activate the slide, and rotate toward the cap ship while firing. Once you've slid past, head out and make another pass.

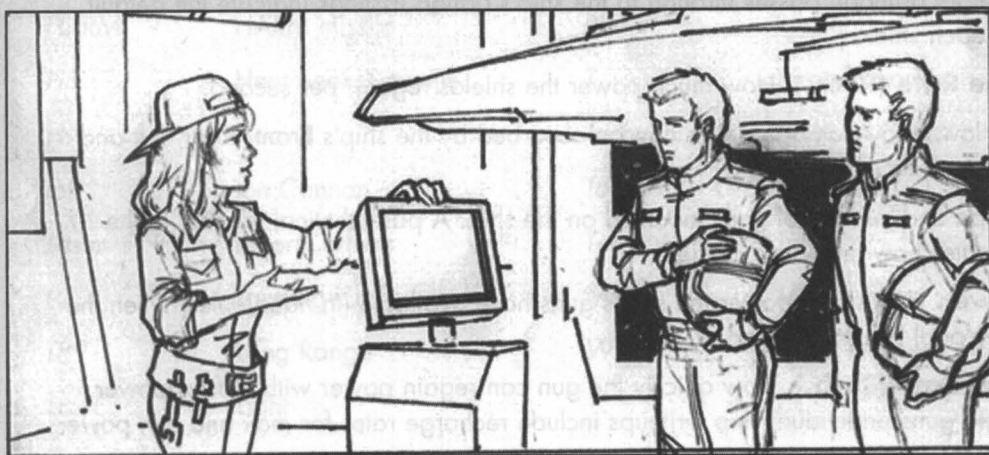
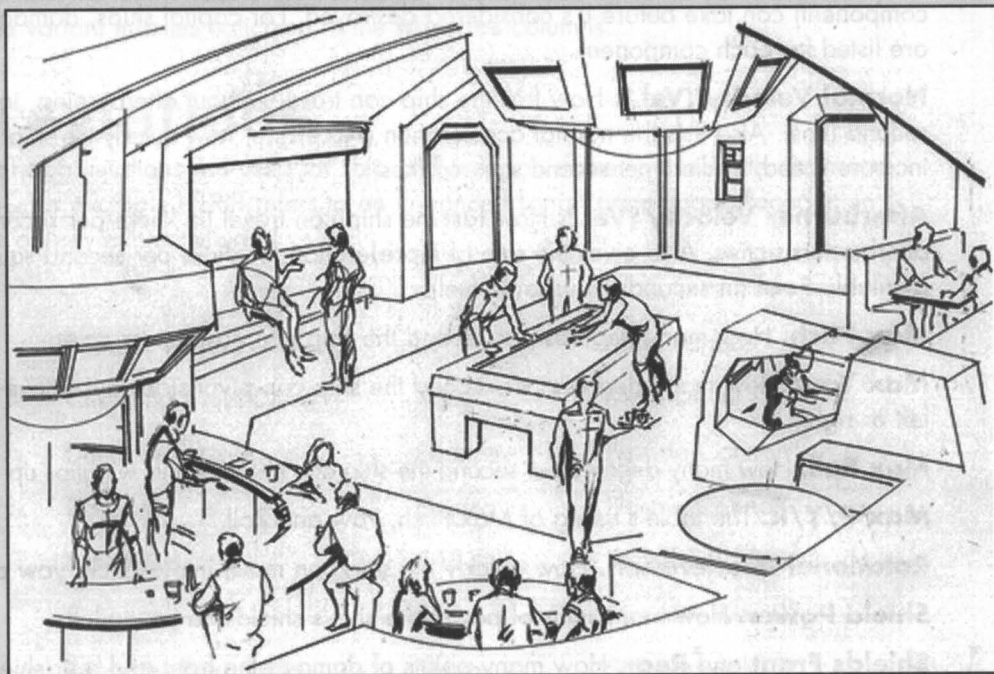
Another useful tactic is to adjust your shield settings while you're making the turret run. Upload the front shields by increasing power to them (press **S** and push the joystick forward). Then, after you make your pass and head away from the cap ship, allocate more shield power to the rear (in the same manner, but pull back on the joystick).

Finally, attack any shield emitter — this will knock out the shields and render the enemy cap ship vulnerable. (To target specific cap ship components, press **T** or **I** to target the cap ship, **L** to gain a target lock, then **R** to cycle through the components.)



Original concept art by Syd Mead.

Game Mechanics





SHIPS

Velocity, Gun Power Recharge and Shield Recharge are listed under each individual ship description with **Max, Default and Min** rates, which reflect the midpoint and extremes of where the Power Triangle can be set. The table lists only the default rate.

Mass. Ship's mass, in kilograms.

Damage Points (Dam. Pts.). How much damage the ship (or individual cap ship component) can take before it's considered destroyed. For capital ships, damage points are listed for each component.

Normal Velocity (Vel.). How fast the ship can travel without afterburning, in clicks per second (kps). Also lists the normal acceleration (**Accel.**), or how quickly the ship can increase speed, in clicks per second squared (kps²).

Afterburner Velocity (Vel.). How fast the ship can travel (in clicks per second) with afterburners active. Also gives the rate of **Acceleration** (in clicks per second squared) and available **Fuel** (in seconds of useable fuel).

Max Pitch. How many degrees per second the ship can nose up or down.

Max Yaw. How many degrees per second the ship can pivot sideways (move its nose left or right).

Max Roll. How many degrees per second the ship can roll (move its wingtips up or down).

Max P/Y/R. The table's listing of Max Pitch, Yaw and Roll.

Rotational Acceleration. How quickly the ship can move into a pitch, yaw or roll.

Shield Power. How many units of power the ship's shields have.

Shields Front and Rear. How many points of damage the front and rear shields can absorb before damage passes through to the ship's armor. (Listings indicate the default power of each shield.)

Recharge Rate (Rech.). How much power the shields regain, per second.

Armor. How many damage points can be absorbed by the ship's **Front, Rear, left and right (L/R)** panels.

Guns. Type and number of guns mounted on the ship. A parenthetical number in the table indicates how many are carried.

Gun Power. How much power the ship's guns have available (in nanoJoules) when the gun power pool is fully charged.

Recharge Rate (Rech.). How quickly the gun can regain power with *default* power allocated to guns; individual ship writeups include recharge rates for *max* and *min* power allocations.



Missiles. Type and number of any missiles the ship carries.

Missile Decoys. Number of decoys the ship carries.

Variant Loadouts

Several of the ships have variant missile loadouts. For example, the red Manta (the bomber variant) carries a Poseidon torpedo rather than the Proteus in the missile loadout of other Mantas. Variant loadouts are indicated with an italic name (in the first column) and with the variant missiles italicized in the **Missiles** columns.

Abbreviations

A number of abbreviations are used for ship and weapon names in the table. Some are combined — for example, ELRIR refers to an Enhanced Long Range Image-Recognition missile. The abbreviations include:

<i>B</i>	Bomber variant	<i>M</i>	Mine variant
<i>Ch. Mass Dr.</i>	Charging Mass Driver	<i>Mass Dr.</i>	Mass Driver
<i>DF</i>	Dumbfire missile	<i>Particle</i>	Particle Cannon
<i>Disr.</i>	Disruptor	<i>Plasma</i>	Plasma Cannon
<i>E</i>	Enhanced	<i>SAR</i>	Search and Rescue
<i>Enh.</i>	Enhanced	<i>SF</i>	Stormfire Mk. 2
<i>FF</i>	Friend or Foe missile	<i>Storm</i>	Stormfire Mk. 2
<i>HARM</i>	HARM missile	<i>RP</i>	Rocket Pod
<i>HS</i>	Heat Seeker missile	<i>T</i>	Torpedo variant
<i>Hvy.</i>	Heavy	<i>Tachyon</i>	Tachyon Gun
<i>Ion</i>	Ion Cannon	<i>Torp</i>	Torpedo
<i>Laser</i>	Laser Cannon	<i>Tur.</i>	Turret
<i>LC</i>	Landing Craft	<i>Mine</i>	Missile Mine
<i>LR</i>	Long Range	<i>WW</i>	Wild Weasel (a loadout specifically configured to take out enemy defenses)
<i>Lt.</i>	Light		



ALIEN

	Dam. Pts.	NORMAL		AFTERBURNER			Max. P/Y/R	SHIELDS			ARMOR		
		Vel.	Accel.	Vel.	Accel.	Fuel		F	R	Rech.	F	R	L/R
Stingray	200	450	960	1400	2700	360	90/80/120	140	100	18	195	145	170
St. Cluster (ea)	200	450	960	1400	2700	360	90/80/120	140	100	54	195	145	170
Skate	140	450	960	1400	2700	360	95/85/120	100	100	7	100	75	85
Skate-B	250	350	280	—	—	—	65/65/90	160	160	18	240	210	225
Skate-T	250	350	280	—	—	—	65/65/90	160	160	18	240	210	225
Skate-M	250	350	280	—	—	—	65/65/90	160	160	18	240	210	225
Ray Node	300	420	—	—	—	—	65/65/90	600	450	17	500	375	450
Remora	10	380	420	1100	1900	360	100/100/130	—	—	—	8	8	8
Lamprey	200	800	2400	—	—	—	75/360/125	100	100	25	190	190	190
Moray	180	420	840	1100	2400	360	60/80/100	125	150	13	260	300	280
Manta	260	500	850	1300	2200	360	90/65/120	210	210	17	390	320	345
Red Manta													
Manta WW													
Devil Ray	500	650	1050	1650	2500	900	120/140/135	250	250	21	520	560	560
Squid	230	420	520	—	—	—	90/90/120	110	80	9	250	290	270
using Jet		2400	5000	—	—	8	40/30/90						

KILRATHI

Dralthi	200	460	600	1200	2400	360	85/65/85	120	120	12	80	80	60
Vaktoth	200	420	490	1100	1500	360	75/55/75	260	260	26	130	120	130

Vaktoth B

CONFEDERATION

Piranha	160	500	650	1400	1800	360	90/90/135	210	210	20	250	200	220
Tigershark	180	480	560	1200	1400	360	75/75/120	230	230	23	260	220	230

Tigershark WW

Wasp	200	480	590	1400	1600	360	80/70/120	260	200	22	260	220	240
Booster (inactive)		480	350	1400	870	360	65/55/120						
Booster (active)		—	—	3000	9000	18	40/30/90						

Wasp Enhanced

Panther	200	450	530	1300	2200	360	60/110/100	250	230	26	280	240	260
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Panther WW

Vampire	260	530	720	1500	1800	360	135/70/180	320	260	28	320	320	320
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Vampire WW

Vampire Enhanced

Vampire WW Enh.

Shrike	250	360	600	820	1800	360	70/55/80	300	280	35	310	340	325
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Shrike WW

Devastator	300	320	280	780	900	120	55/65/90	450	400	25	400	400	360
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Devastator Enh.

Seahawk	300	300	300	500	750	360	35/20/25	800	800	28	350	225	300
Condor SAR	300	250	450	600	1050	360	25/35/60	1000	1500	10	100	150	125
Hercules LC	300	280	450	—	—	—	20/20/20	500	300	100	180	130	155



GUNS

GUN

Power Rech.

MISSILES

Missile Decoys

ALIEN

KILRATHI

CONFEDERATION

Stingray	Lt. Plasma (2)		500	150				—
SR Cluster	Hvy. Plasma		1500	450				—
Skate	Lt. Maser (2)		200	25				—
Skate-B	Lt. Maser (6)	Tur. Maser	200	45	Proteus (3)			3
Skate-T	Lt. Maser (6)	Tur. Maser	200	45	Poseidon			3
Skate-M	Lt. Maser (6)		200	45	Scylla	Charybdis (5)		3
Ray Node Ship	Hvy. Maser (2)		600	50	Proteus (2)	Charybdis (5)		24
Remora	Lt. Maser		100	35				—
Lamprey	Shield Killer		400	80				—
Moray	Hvy. Maser (2)		300	140	Cerberus (3)	Medusa		5
Manta	Gorgon (4)	Lt. Plasma	900	65	Cerberus (3)	Medusa	Proteus	24
Red Manta					Cerberus (3)	Medusa	Poseidon	
Manta WW					Hades (5)	Medusa	Poseidon	
Devil Ray	Gorgon (3)	Lt. Plasma (2)	900	65	Medusa (8)	Proteus (2)		24
Squid	Quantum Disr. (4)		600	50	Cerberus (3)	Proteus		7
using Jet	Can't fire when jet is active.							
Dralthi	Laser (2)	Tachyon	400	75	HS (4)			24
Vaktoth	Particle (2)	Ion (2)	500	230	HS (4)	FF (4)		24
Vaktoth B	Fighter Tur.	Tachyon			HS (4)	Torp (2)		
Piranha	Stormfire	Ion (2)	280	60	IR (2)	HS (4)		24
Tigershark	Laser (2)	Mass Dr. (2)	275	35	RP (36)	HS (4)		24
Tigershark WW	Ch. Mass Dr. (2)				FF (2)	IR (2)		
					RP (36)	HS (6)		
					FF (2)	HAR (2)		
Wasp	Mass Dr. (2)	Tachyon (2)	600	60	Swarmer (6)	IR (6)	HS (2)	36
	Ch. Mass Dr. (2)							
Wasp Enhanced					Swarmer (4)	ELRIR (6)	HS (2)	
Panther	Tachyon (2)	Ion (2)	500	70	FF (6)	IR (6)		36
Panther WW					IR (2)	HAR (6)	RP (36)	
Vampire	Particle (2)	Tachyon (4)	500	60	IR (8)	FF (8)	Tracker (4)	48
Vampire WW					HAR (4)	LRHAR (4)	LRIR (4)	IR (4)
Vampire Enhanced					ELRIR (8)	FF (8)	Tracker (4)	
Vampire WW Enh.					HAR (4)	ELRIR (4)	ELRHARM (4)	IR (4)
Shrike	Particle (2)	Mass Dr. (3)	300	40	Lt. Torp (6)	Torp (2)	IR (4)	36
	Ch. Mass Dr. (3)	Fighter Tur. (3)	SF		DF (4)	Mine (18)		
Shrike WW					RP (36)	HAR (10)	IR (4)	
					DF (4)	Mine (18)		
Devastator	Plasma	Stormfire (5)	680	58	FF (6)	IR (6)	Lt. Torp (8)	48
					Mine (36)			
Devastator Enh.					FF (6)	ELRIR (6)	Mine (36)	
					Enh. Lt. Torp (8)	Enh. Torp (4)	(Targeting Disk)	
Seahawk	Stormfire							48
Condor SAR	Stormfire							—
Hercules LC	Laser	Fighter Tur. (2)	100	50				—



Alien Fighters

Stingray

Interceptor/Cap Ship Interdiction

Single

An excellent example of Alien organo-technology is the simple but effective Stingray. Confederation pilots will encounter these cluster ships early, and they'd better know what they are up against the first time out of the chute. These are ships with a purpose.

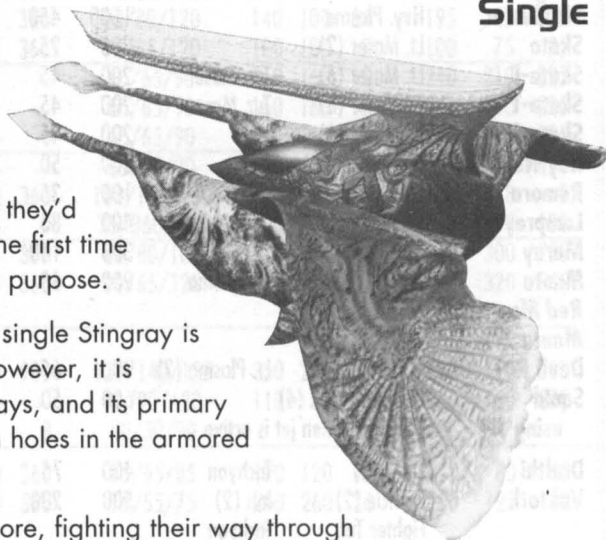
A sleek interceptor in its own right, the single Stingray is maneuverable and deadly accurate. However, it is designed to unite with two other Stingrays, and its primary goal is to cluster in this way and punch holes in the armored hulls of capital ships.

Stingrays travel in groups of three or more, fighting their way through enemy opposition in order to gain proximity to a cap ship. Each one has two light plasma cannon mounted at the nose of the ship, fully functional as offensive weapons, capable of firing plasma bursts at any target directly ahead of the individual Stingray. Though they act as fighters while separate, this is just an efficient way of conveying the three elements of a cap killer to the battle location.

Note that aside from the plasma cannon, however, they are unarmed. They carry neither missiles nor bombs, and can generally be expected to head more or less in the direction of their goal. In other words, although they will not hesitate to open fire on any perceived threats, they won't be found performing search-and-destroy missions, or performing any form of auxiliary service such as escort duty.

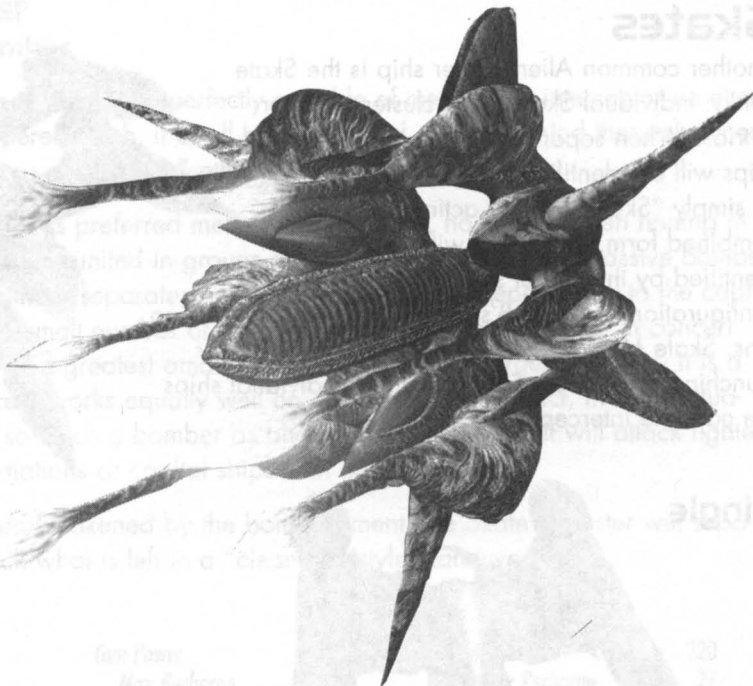
Once in position, the nature of the Stingray changes dramatically. In groups of three, they unite into a single unit, fusing their plasma cannon at a central point, establishing a temporary hull lock through a magnetic/capillary cohesion, and uniting their onboard systems. In a very real sense, they unite to become one ship. At this point the cluster is of almost no danger to an individual fighter, as they will concentrate on their larger target.

As powerful as their combined plasma burst is, it is limited by the nature of the weapon. It is not as strong as a torpedo, or even as deadly as a concentrated missile attack. The Stingray is primarily a threat to weaker, lighter or damaged capital ships, but keep in mind that given the choice of targeting a swarm of Stingrays or a united Stingray cluster, the cluster is far and away the more immediate danger to the carrier, while the single Stingray is of more danger to you.





Clustered



Individual Stingray

Mass	10,000
Core Damage Points	200
Velocity	
Max	585
Default	450
Min	135
Acceleration	960
Afterburner	
Velocity	1400
Acceleration	2700
Fuel	360
Max Pitch	90
Max Yaw	80
Max Roll	120
Rotational Acc.	200

Gun Power	500
Max Recharge	225
Default Recharge	150
Min Recharge	15
Guns	
Light Plasma x 2	
Missiles	none
Decoys	none
Shield Power	240
Max Recharge	27
Default Recharge	18
Min Recharge	1.8
Front (default)	140
Rear (default)	100
Armor	
Front	195
Rear	145
Left	170
Right	170

Stingray Cluster

The Stingrays have the same flight statistics when clustered. They will always cluster in groups of three. When you target them, you can target only a single ship, but when you destroy that ship, the other two will uncluster.

When clustered, the six Light Plasma guns of the three fighters form a single Heavy Plasma gun.

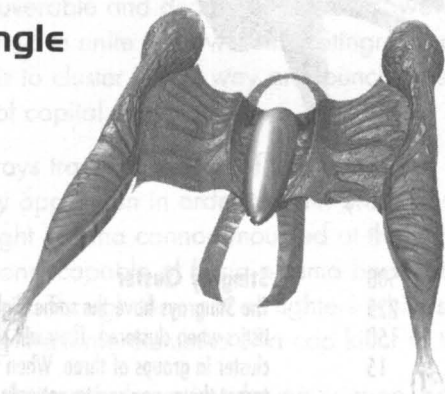
Skates

Another common Alien cluster ship is the Skate family. Individual Skate ships cluster together in trios. When separated, each individual ships will be identified on a radar screen as simply "Skate." When acting in combined form, the cluster will be identified by the cluster's specialty configuration — Skate B's are configured for bombing runs, Skate M's for laying mines, and Skate T's for launching Torpedoes. Separately, the individual ships are capable interceptors.



Cluster

Single



Individual Skate

Mass	10,000
Core Damage Points*	140
Velocity	
Max	585
Default	450
Min	135
Acceleration	960
Afterburner	
Velocity	1400
Acceleration	2700
Fuel	360
Max Pitch	95
Max Yaw	85
Max Roll	120
Rotational Acc.	200

Gun Power	200
Max Recharge	3.75
Default Recharge	25
Min Recharge	2.5
Guns	
Light Burst Maser x 2	
Missiles	none
Decoys	none

Shield Power	200
Max Recharge	10.5
Default Recharge	7
Min Recharge	0.7
Front (default)	100
Rear (default)	100
Armor	
Front	100
Rear	75
Left	85
Right	85

Delivering 250 points of damage to a **cluster** breaks up that cluster. After that, 160 damage points must be delivered to each **individual** ship to destroy it.



Skate B Cluster Interceptor/Anti-Bomber

Each individual Skate in this cluster is perfectly capable of meeting an interceptor on even ground, and is not hampered much, if at all by its payload. Keep in mind that only when it is clustered, does it ID as a "Skate B," otherwise it is only "Skate."

Single confrontation is not its preferred method of operation, however. When honing in on their target, Skate B's are united in groups of three, forming a single, massive bomber. At the target site, the bomber separates and each ship travels independently to the capital ship, where it releases a small number of Cerberus missiles. These ships act in concert with each other to inflict the greatest amount of damage to their target. In theory it is a cap-killer, but in practice it works equally well on enemy fighters. In fact, in some situations the Skate B is not so much a bomber as an anti-bomber device. It will attack fighter formations, bomber formations or capital ships with equal alacrity.

When its target has been weakened by the bombardment, the Skate B cluster will separate and surgically attack what is left in a "clean up" style maneuver.

<i>Mass</i>	35,000	<i>Gun Power</i>	200	<i>Shield Power</i>	320
<i>Core Damage Points</i>	250	<i>Max Recharge</i>	67.5	<i>Max Recharge</i>	27
<i>Velocity</i>		<i>Default Recharge</i>	45	<i>Default Recharge</i>	18
<i>Max</i>	455	<i>Min Recharge</i>	4.5	<i>Min Recharge</i>	1.8
<i>Default</i>	350	<i>Guns</i>		<i>Front (default)</i>	160
<i>Min</i>	105	Turreted Maser	800 DP	<i>Rear (default)</i>	160
<i>Acceleration</i>	280	Light Burst Maser x 6		<i>Armor</i>	
<i>Max Pitch</i>	65	<i>Missiles</i>		<i>Front</i>	240
<i>Max Yaw</i>	65	Proteus Missile (3)		<i>Rear</i>	210
<i>Max Roll</i>	90	<i>Decoys</i>	3	<i>Left</i>	225
<i>Rotational Acc.</i>	120			<i>Right</i>	225



Skate T Cluster

Interceptor/Torpedo Launcher

Individually, these ships are ID'd as "Skate"; it is when they are united that they are recognizable as a torpedo-launching Skate T. Like the other single Skates, they are perfectly functional as interceptor fighters. They each carry two Light Burst Masers and are nimble and quick to attack any threat to their mission.

Although the abilities of a single Skate does not vary, regardless of its ultimate mission, once "clustered" some Skates carry more of a wallop than others. These Skates, once they come in range of their mission target, use Alien organo-technology to form a cohesive unit capable of forming and firing a potent anti-starship torpedo. Once this formidable weapon is formed, the Skate T then acquires a lock on the enemy target and launches the torpedo at the capital ship.

After launching its torpedo, the individual Skates disengage. Their new duty is to defend the weapon as it travels to its target, and they resume the role of interceptor, keeping threats that would otherwise target and destroy the torpedo too busy to defend the carrier.

Mass	35,000	Gun Power	200	Shield Power	320
Core Damage Points	250	Max Recharge	67.5	Max Recharge	27
Velocity		Default Recharge	45	Default Recharge	18
Max	455	Min Recharge	4.5	Min Recharge	1.8
Default	350	Guns		Front (default)	160
Min	105	Light Burst Maser x 6		Rear (default)	160
Acceleration	280	Turreted Maser	800 DP	Armor	
Afterburner		Missiles		Front	240
Velocity	800	Poseidon Torpedo (1)		Rear	210
Acceleration	980	Decoys	3	Left	225
Fuel	360			Right	225
Max Pitch	65				
Max Yaw	65				
Max Roll	90				
Rotational Acc.	120				



Skate M Cluster

Interceptor/Miner

Similar to the other Skates in that individually they are interceptor/fighters ID'd only as "Skates," these Skates also unite in groups of three. Separately, they are identical to all other individual Skates. They have two Masers, and are quick enough to hold their own against enemy interceptors.

When clustered they carry a mine-dispersal unit that drops a Scylla Mine Cluster. This mine cluster breaks into several smaller (but deadly) mines after a brief delay.

The Skate M is not so much of a cap-killer as a capital ship interdicator. It is used primarily in the heat of battle, sowing mines in areas that are most likely to see the most enemy traffic. It can do considerable damage to a capital ship, sometimes crippling it, but more often making it an easier target for other Alien warcraft. Less heavily armored ships, such as fighters and other individually piloted units, can sustain fatal damage by collision with even one of these mines. If first contact is not lethal, there is the very real possibility that the rest of the mines will impact within moments.

Once the mine cluster has been dropped the Skate M will separate to act as individual interceptors, attacking any remaining threats in the vicinity and herding ships into the newly formed minefield.

Mass	35,000	Gun Power	200	Shield Power	320
Core Damage Points	250	Max Recharge	67.5	Max Recharge	27
Velocity		Default Recharge	45	Default Recharge	18
Max	455	Min Recharge	4.5	Min Recharge	1.8
Default	350	Guns		Front (default)	160
Min	105	Light Burst Maser x 6		Rear (default)	160
Acceleration	280	Missiles		Armor	
Max Pitch	65	Scylla Mine Cluster (1)		Front	240
Max Yaw	65	Charybdis (5)		Rear	210
Max Roll	90	Decoys	3	Left	225
Rotational Acc.	120			Right	225



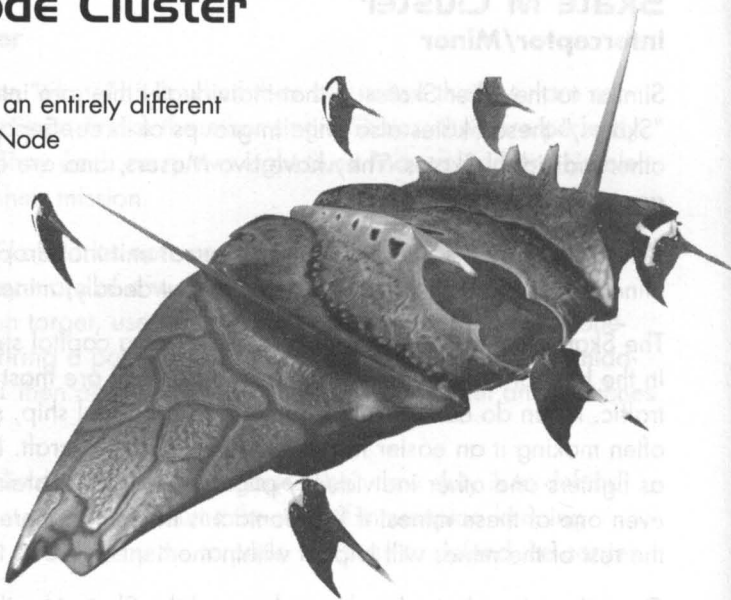
Remora/Ray Node Cluster

Interceptor Cluster

The Remora/Ray Node Cluster is an entirely different type of Alien swarm ship. A Ray Node ship is surrounded by up to seven unpiloted Remora drones.

Each tiny Remora carries one Light Burst Maser and provides additional fire-power for the Ray Node that supplies its power. Power is transferred remotely, with no need for physical contact. Think of the Remoras as free-flying turrets.

You cannot target the individual Remoras while the Ray Node is alive. However, once you've killed the node ship, the individual Remoras will attack you in a swarm. You will then be able to target them individually and pick them off one by one.



Ray Node Ship

Mass	10,000
Core Damage Points	300
Velocity	
Max	546
Default	420
Min	126
Max Pitch	65
Max Yaw	65
Max Roll	90
Rotational Acc.	110

Gun Power	600
Max Recharge	75
Default Recharge	50
Min Recharge	5.0
Guns	
Heavy Maser x 2	

Missiles	
Proteus Missile (3)	
Charybdis Mine (5)	

Decoys	24
Shield Power	1050
Max Recharge	25.5
Default Recharge	17
Min Recharge	1.7
Front (default)	600
Rear (default)	450

Armor	
Front	500
Rear	375
Left/Right	450

Remora

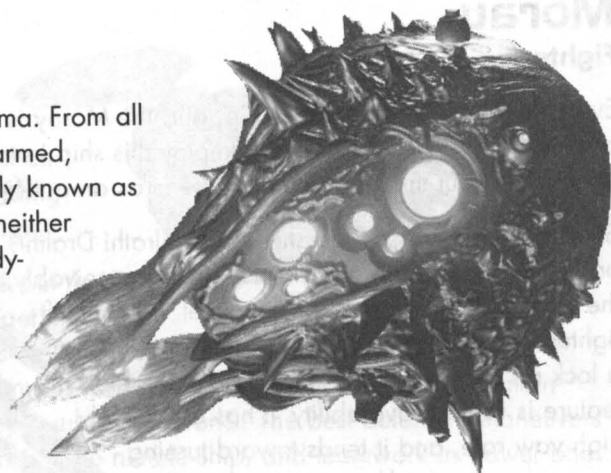
Core Damage Points	10
Velocity	
Max	494
Default	380
Min	114
Acceleration	420
Afterburner	
Velocity	1100
Acceleration	1900
Fuel	360
Max Pitch/Yaw	100
Max Roll	130
Rotational Acc.	210
Gun Power	100
Max Recharge	52.5
Default Recharge	35
Min Recharge	3.5
Guns	
Light Burst Maser	
Missiles/Decoys/Shields	none
Armor	
All quadrants	8



Lamprey

Shield Killer

The Lamprey is something of an enigma. From all reports, the Lamprey seems to be unarmed, except for what is becoming popularly known as a "Shield Killer Cannon." However, neither Confed intelligence nor scientists studying the question have been able to pinpoint exactly how this cannon might work, whether it knocks out shields entirely and permanently, or if indeed this cannon exists at all. Studies of trace emissions do not contradict theories of shield disruption, but there is very little evidence to go on.



It seems that whatever the Lamprey's battle role is, it must at least rely on heavily on supporting ships. Its own defenses are mediocre. It has moderate shields which leave it fairly vulnerable to cannon fire, but it tends to rely on evasion as defense. Through an inexplicable trick of Alien technology, the Lamprey seems capable of instantly translating inertia into a more easily managed variety of power which enables it to change directions and speeds with remarkable abruptness. Its non-linear design means it does not have to bank when it changes directions, because all sides are "front." Possibly due to this design, Lampreys seem to find it difficult to pitch or roll, and have been known to react slowly to an attack from behind.

Mass	10,000
Core Damage Points	200
Velocity	
Max	1040
Default	800
Min	240
Acceleration	2400
Max Pitch	75
Max Yaw	360
Max Roll	125
Rotational Acc.	800

Gun Power	400
Max Recharge	120
Default Recharge	80
Min Recharge	8.0
Guns	
Shield Killer Cannon	
Missiles	none
Decoys	none

Shield Power	200
Max Recharge	22.5
Default Recharge	15
Min Recharge	1.5
Front (default)	100
Rear (default)	100
Armor	
Front	190
Rear	190
Left	190
Right	190



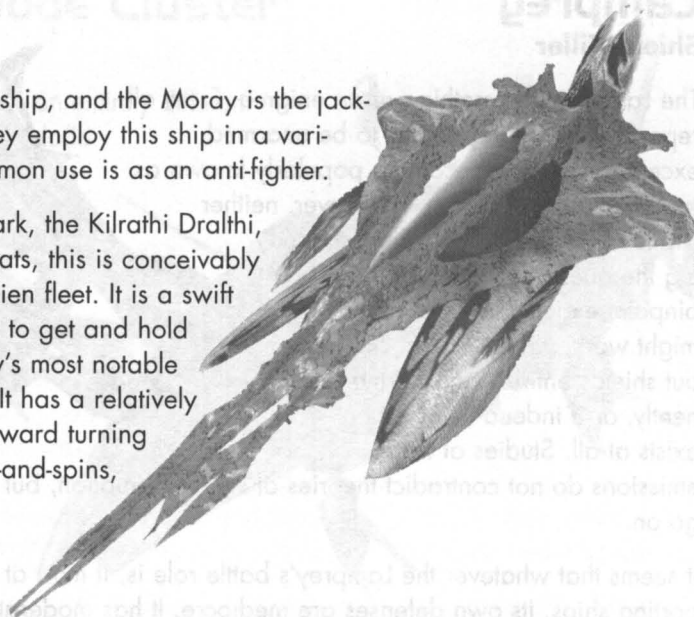
Moray

Fighter

Every fleet has its all-purpose ship, and the Moray is the jack-of-all-trades for the Aliens. They employ this ship in a variety of roles, but the most common use is as an anti-fighter.

Similar to the Confed Tigershark, the Kilrathi Dralhti, or the last generation of Hellcats, this is conceivably the most used fighter in the Alien fleet. It is a swift fighter, maneuverable enough to get and hold a lock on a target. The Moray's most notable feature is its maneuverability. It has a relatively high yaw rate, and it tends toward turning maneuvers, turn-and-burns, sit-and-spins, and slides.

The Moray is also deadly enough to hold its own in a pitched dogfight, and durable enough to take a few hits without popping. Its shields and armor have been somewhat pared back to make it more maneuverable, so it tends to rely on turns and slides to break enemy locks, and also fly in "teams." These teams are not "swarm"- or "cluster"-based, however, and share no integral power systems or strategy.



<i>Mass</i>	14,000
<i>Core Damage Points</i>	180
<i>Velocity</i>	
<i>Max</i>	546
<i>Default</i>	420
<i>Min</i>	126
<i>Acceleration</i>	840
<i>Afterburner</i>	
<i>Velocity</i>	1100
<i>Acceleration</i>	2400
<i>Fuel</i>	360
<i>Max Pitch</i>	60
<i>Max Yaw</i>	80
<i>Max Roll</i>	100
<i>Rotational Acc.</i>	180

<i>Gun Power</i>	300
<i>Max Recharge</i>	210
<i>Default Recharge</i>	140
<i>Min Recharge</i>	14
<i>Guns</i>	
Heavy Maser x 2	
<i>Missiles</i>	
Cerberus (3)	
Medusa (1)	
<i>Decoys</i>	5

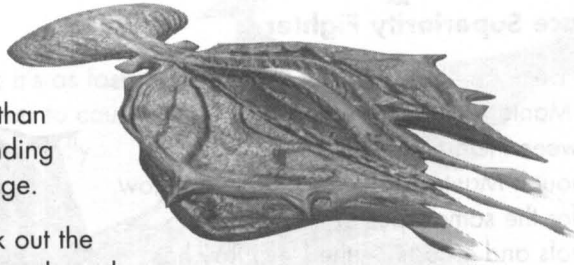
<i>Shield Power</i>	275
<i>Max Recharge</i>	19.5
<i>Default Recharge</i>	13
<i>Min Recharge</i>	1.3
<i>Front (default)</i>	125
<i>Rear (default)</i>	150
<i>Armor</i>	
<i>Front</i>	260
<i>Rear</i>	300
<i>Left</i>	280
<i>Right</i>	280



Manta

Heavy Fighter

The Manta is the Alien heavy fighter. It is much less maneuverable than the Moray, but is capable of withstanding more hits, and delivering more damage.



Mantas rarely travel alone. They seek out the heart of any dustup, and when they get there the enemy pays attention. Each Manta is equipped with both guns and missiles, and heavy armor on all sides. The weaponry is formidable, and a lock successfully maintained by one of these fighters usually results in fireworks. The best defensive maneuvers against them are usually tight turns in a more nimble ship, and teamwork in slower ones.

It is important to note that the least shielded area on a Manta is the aft quarter, making the tail the best target for any more maneuverable ship.

Because the Manta has extra power diverted to its shields, it is somewhat less nimble than it could be, but Manta pilots have learned to compensate by employing maneuvers that are not so much "tight" as "strategic." Be prepared for a Manta to exhibit pitch and roll maneuvers, loops and wingovers.

Beware of red Mantas — these carry a bomber loadout (described below) and they do present a threat to a capital ship.

Mass	14,000	Gun Power	900	Shield Power	420
Core Damage Points	260	Max Recharge	97.5	Max Recharge	25.5
Velocity		Default Recharge	65	Default Recharge	17
Max	650	Min Recharge	6.5	Min Recharge	1.7
Default	500	Guns		Front (default)	210
Min	150	Gorgon Heavy x 2		Rear (default)	210
Acceleration	850	Light Plasma		Armor	
Afterburner		Missiles		Front	390
Velocity	1300	Cerberus (3)		Rear	320
Acceleration	2200	Medusa (1)		Left	345
Fuel	360	Proteus (1)		Right	345
Max Pitch	90	Decoys	24	Bomber Missile Loadout	
Max Yaw	65			FF Cerberus (3)	
Max Roll	120			Medusa	
Rotational Acc.	200			Poseidon	
				WW Missile Loadout	
				Hades (5)	
				Medusa	
				Poseidon	

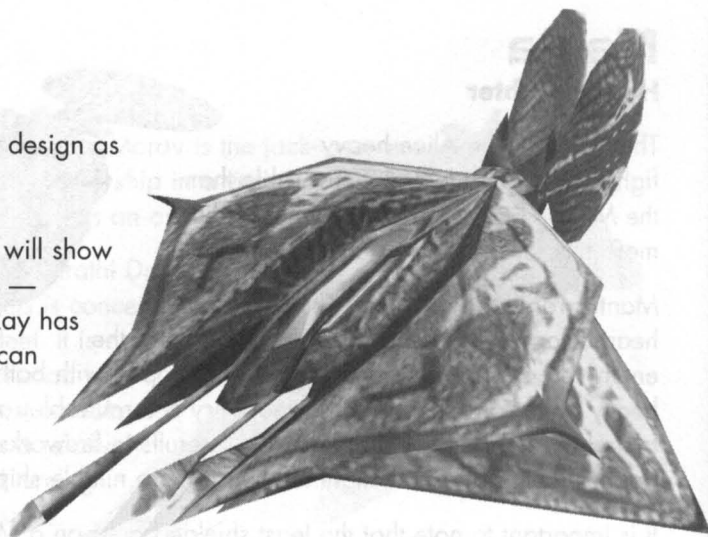


Devil Ray

Space Superiority Fighter

The Devil Ray has a similar body design as the Manta, but the differences between them are worth noting.

Although Mantas and Devil Rays will show up for the same types of missions — patrols and escorts — the Devil Ray has about twice the armament. They can be distinguished from Mantas by their yellow coloring and dual vertical tails.



That's not all, however. The Devil Ray is faster, better shielded, has more durable armor

and is more maneuverable. As if that weren't enough, they are flown exclusively by aces. These top-notch Alien pilots perform pitch and roll maneuvers, loops and wingovers, just as their Manta counterparts, but do them faster, and are noticeably more difficult to shake off your tail. Defensively, Devil Rays use their decoys against your missiles much more effectively than any other Alien ship.

Mass	14,000
Damage Points	500
Velocity	
Max	845
Default	650
Min	195
Acceleration	1050
Afterburner	
Velocity	1650
Acceleration	2500
Fuel	900
Max Pitch	120
Max Yaw	140
Max Roll	135
Rotational Acc.	240

Gun Power	900
Max Recharge	97.5
Default Recharge	65
Min Recharge	6.5
Guns	
Heavy Gorgon x 3	
Light Plasma x 2	
Missiles	
Medusa Missile (8)	
Proteus Missile (2)	
Decoys	24

Shield Power	500
Max Recharge	30.5
Default Recharge	21
Min Recharge	2.1
Front (default)	250
Rear (default)	250
Armor	
Front	520
Rear	560
Left	560
Right	560



Squid

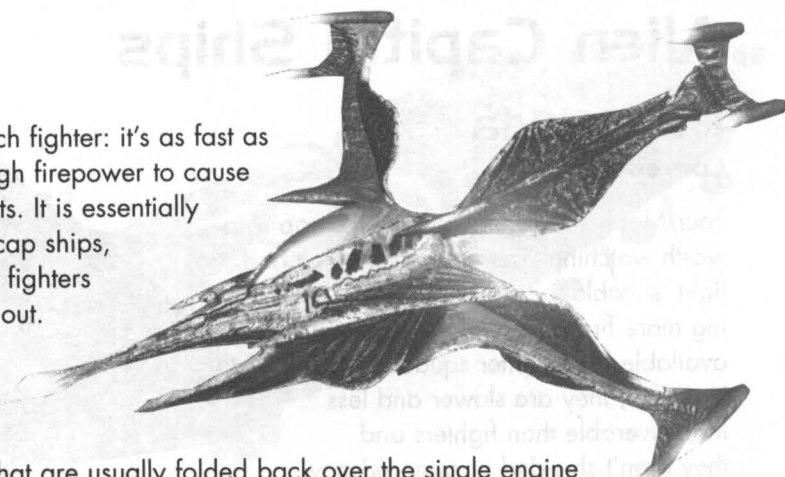
Interceptor

This is the Alien sucker-punch fighter: it's as fast as lightning, and carries enough firepower to cause serious damage to its targets. It is essentially a point-defense system for cap ships, designed to take on enemy fighters one-on-one, and take them out.

A relatively small fighter, it has extremely powerful forward-pointing armament, and several "arms" that are usually folded back over the single engine like a carapace to enhance the ship's speed. The Squid's guns are mounted on the ends of the arms and, when the ship is in travel mode, the guns are not functional. Due to the extreme speed of the Squid, it is never particularly maneuverable, instead using its velocity to escape the battle zone and circle around again.

When the ship locates a target and slows down, the petals extend and the guns acquire a lock on the enemy. When this barrage reaches its target, the results are devastating.

Note, however, that when the petals are unfolded the ship is clumsy and vulnerable. The aft section, where the single engine is located, is a particularly noteworthy target, as usually the folded-down petals protect that part of the ship. Rear attacks are effective while the ship is preparing to fire.



Mass	12,000
Core Damage Points	230
Velocity	
Max	546
Default	420
Min	126
Acceleration	520
Max Pitch	90
Max Yaw	90
Max Roll	120
Rotational Acc.	180

Gun Power	600
Max Recharge	75
Default Recharge	50
Min Recharge	5.0
Guns	
Quantum Disruptor x 4	
Missiles	
Cerberus (3)	
Proteus (1)	
Decoys	7
Shield Power	190
Max Recharge	13.5
Default Recharge	9
Min Recharge	.9
Front (default)	110
Rear (default)	80

Armor	
Front	250
Rear	290
Left	270
Right	270

With Arms Pulled Back	
Velocity (Jet)	2400
Acceleration (Jet)	5000
Fuel (Jet)	8
Max Pitch	40
Max Yaw	30
Max Roll	90
Rotational Acc.	60



Alien Capital Ships

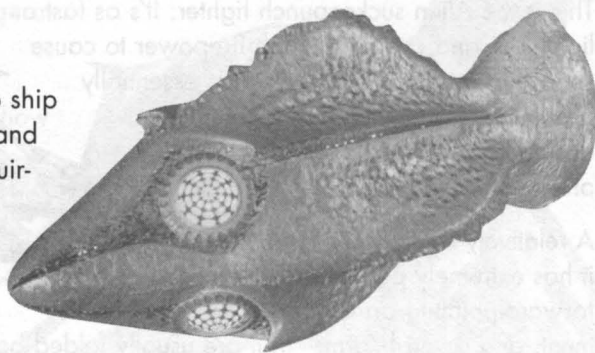
Barracuda

Corvette

Four Maser turrets make this small cap ship worth watching. The corvette is small and light, suitable for attacking targets requiring more firepower than would be available from fighter squads.

However, they are slower and less maneuverable than fighters and they aren't shielded or armored any-

where close to the extent of the larger cap ships in the Alien fleet. Because of this, they are by no means out of the running as potential targets for adventurous young fighter pilots.



Fighters are typically not a priority target for the Barracuda, but as with any ship they will return fire at anything that antagonizes them. Note that a Barracuda's turrets are too small to be targeted — the only way to take them out is to destroy the corvette itself.

Core Damage Points 800

Velocity

Max 364

Default 280

Min 84

Acceleration 900

Max Pitch 21

Max Yaw 21

Max Roll 21

Rotational Acc. 50

Guns

Turreted Maser x 4

Missiles none

Decoys none

Shield Power 2000

Max Recharge 37.5

Default Recharge 25

Min Recharge 2.5

Front (default) 1000

Rear (default) 1000

Armor

Front 800

Rear 800

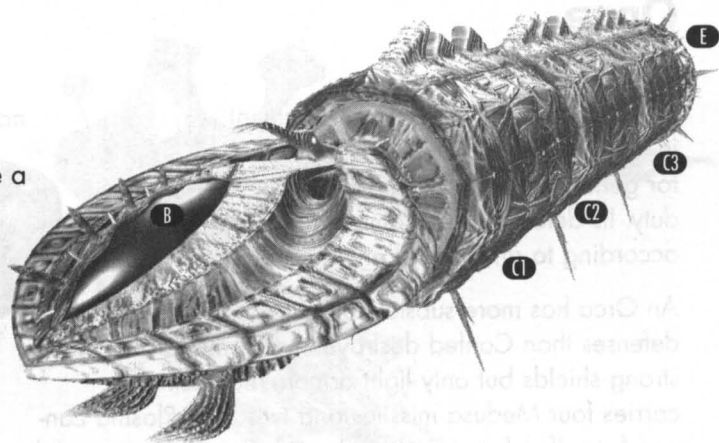
Left 800

Right 800

Triton

Transport

The Alien transport ship is quite a bit larger than its Confed counterparts. It is slow, with most of the engines' massive power geared for moving it and its cargo through space. Quick maneuvers are out of the question, as this ship was designed mostly for going from one point to the next in a straight line.



The transport itself is not designed for combat situations. It has enough armor and shields to ward off fighters and bombers, but its critical components are unshielded and weaker than those on big combat ships. There are a few anti-fighter turrets, but not enough to protect it from a sustained assault.

Transports are very rarely found without a fighter escort, however. Any Triton that is in danger of encountering an attack will be surrounded by guard ships, often Morays or Ray Clusters. These will attack any hostile forces while the Triton continues on course.

Tritons are themselves a liability in combat. Not only are they very large targets, slow and inadequately shielded and armored, but they have the unfortunate habit of igniting upon hull-breach.

B Bridge	1000 DP
E Engine	1000 DP
C1 Cargo Box 1	500 DP
C2 Cargo Box 2	500 DP
C3 Cargo Box 3	500 DP

Velocity	
Max	156
Default	120
Min	36
Acceleration	75
Max Pitch	5
Max Yaw	5
Max Roll	10
Rotational Acc.	7

Guns	
Turreted Maser x 3 (100 DP each)	
Missiles	none
Decoys	none



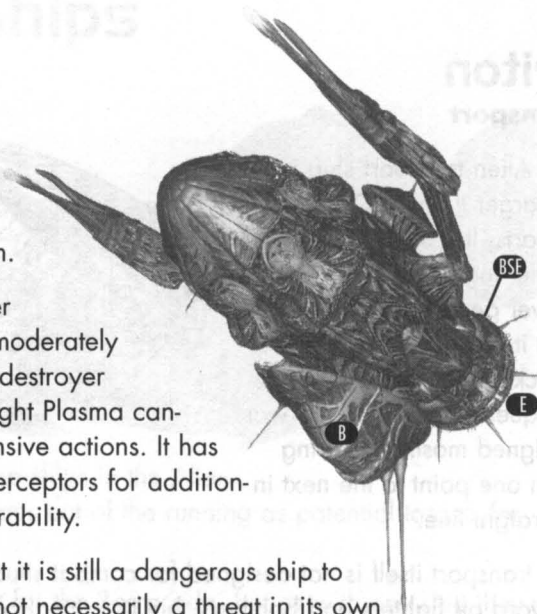
Orca

Destroyer

The Orca destroyer is a staple element in the Alien fleet. It is typically used for general-purpose patrol and scout duty. Its defenses vary somewhat, according to anticipated enemy strength.

An Orca has more substantial anti-fighter defenses than Confed destroyers, with moderately strong shields but only light armor. The destroyer carries four Medusa missiles and two Light Plasma cannon for self defense and moderate offensive actions. It has been known to occasionally employ interceptors for additional defense, due to its sluggish maneuverability.

An Orca is not as fast as a corvette, but it is still a dangerous ship to encounter on a mission. Note that it is not necessarily a threat in its own right to capital ships, but that it and its associated fighters can take out a cap ship's defenses, leaving it vulnerable.



B Bridge	2600 DP
BSE Bridge Shield Emitter	800 DP
E Engine	2600 DP
Velocity	75
Acceleration	25
Max Pitch	6
Max Yaw	6
Max Roll	6
Rotational Acc.	4

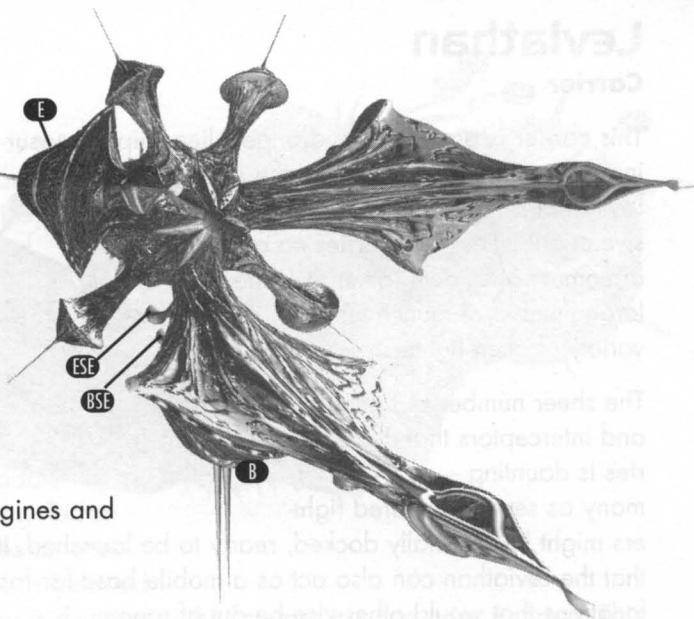
Guns	
Turreted Maser x 14 (400 DP each)	
Missiles	
Turreted Medusa x 4 (600 DP each)	
Decoys	none

Hydra

Cruiser

This Alien ship is a bit larger than a Confed cruiser, although size is not necessarily an indication of quality. More to the point is that the Hydra's anti-ship armament is also superior. It carries numerous Maser turrets and a hefty supply of missiles. Its shields and armor are of moderate strength.

There are shield emitters for the engines and bridge.



B Bridge	3000 DP
BSE Bridge Shield Emitter	1200 DP
E Engine	3000 DP
ESE Engine Shield Emitter	1200 DP

Velocity	60
Acceleration	15
Max Pitch	5
Max Yaw	5
Max Roll	5
Rotational Acc.	3

Guns	
Turreted Maser x 10	(600 DP each)
Missiles	
Turreted Medusa x 4	(800 DP each)
Decoys	none



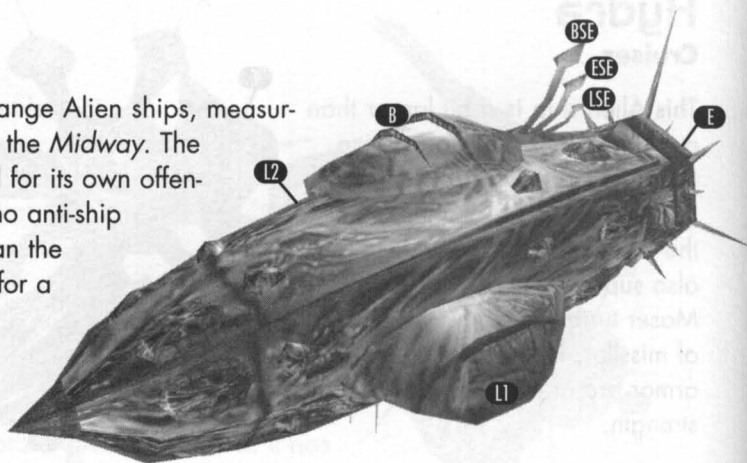
Leviathan

Carrier

This carrier is one of the midrange Alien ships, measuring approximately as large as the *Midway*. The Leviathan is not a vessel noted for its own offensive capabilities, and carries no anti-ship armament of its own, other than the large number of launch tubes for a variety of alien fighters.

The sheer number of fighters and interceptors that it carries is daunting — as many as several hundred fighters might be internally docked, ready to be launched. It is also a dual-purpose craft, in that the Leviathan can also act as a mobile base for fast attack craft, delivering them to locations that would otherwise be out of range.

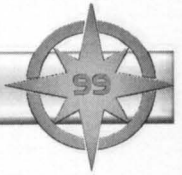
The notable feature about the Leviathan is that beneath its formidable shields it has rather flimsy armor. Once its shields have been knocked out, it isn't that difficult for a cap ship to puncture its hull, especially on the vulnerable fore and aft quadrants. There are shield emitters for the engines, the bridge and the launchers, and if any of these can be destroyed, the ship is a much easier target. While the goal of attacking any carrier is to destroy it before the majority of the fighters are launched, it's a real trick to do that under combat conditions.



B Bridge	2800 DP
BSE Bridge Shield Emitter	800 DP
E Engine	2000 DP
ESE Engine Shield Emitter	800 DP
L1 Launcher 1	2000 DP
L2 Launcher 2	2000 DP
LSE Launcher Shield Emitter	800 DP

Velocity	65
Acceleration	25
Max Pitch	6
Max Yaw	6
Max Roll	5
Rotational Acc.	3

Guns	
Turreted Maser x 14 (600 DP each)	
Missiles	
Turreted Medusa x 14 (800 DP each)	
Decoys	none



Kraken

Cap Ship Killer

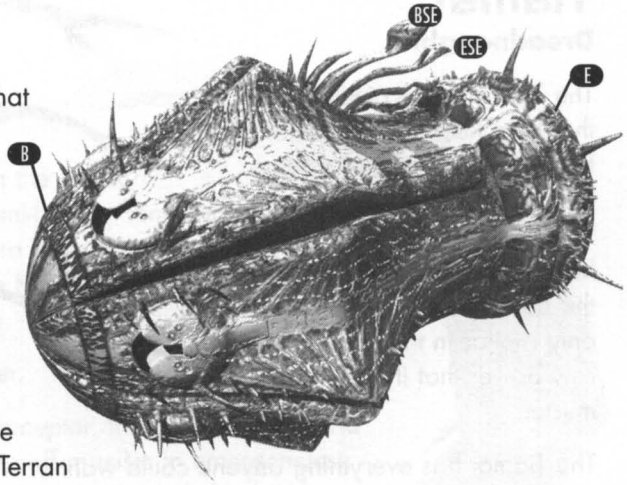
The primary purpose of the Kraken is that of a ship killer — to locate, target and expeditiously destroy the capital ships of the opponent. It's remarkably good at this. There is no good Confed counterpart to the Kraken.

The Kraken has an extremely powerful weapon mounted at the prow — a Plasma-based weapon unlike anything the Confed has developed. It is capable of shredding the shields of almost any Terran ship with one blast. The system takes an enormous amount of energy — in fact, it is believed that the majority of the ship's energy is diverted to the forward cannon prior to firing. This does not happen until the moment before the ship is used, however, and thus the cannon remains uncharged until moments before it is fired.

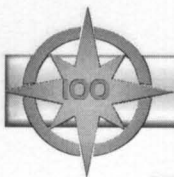
All in all, it is not the most subtle of ships in the Alien fleet, but it is definitely one of the deadliest.

In an attempt to make the Kraken faster and more capable of gaining proximity to its target, the Aliens designed it with only moderate armor beneath formidable shields. This is a liability that it compensates for by carrying a small number of interceptors for support.

It has shield emitters for the engines and bridge.



B Bridge	2800 DP	Velocity	60	Guns	
BSE Bridge Shield Emitter	800 DP	Acceleration	15	Turreted Maser x 13 (800 DP each)	
E Engine	2800 DP	Max Pitch	5	Heavy Plasma Gun	
BSE Engine Shield Emitter	800 DP	Max Yaw	5	Capital Ship Plasma Gun	
		Max Roll	5	Missiles	none
		Rotational Acc.	2	Decoys	none



Tiamat

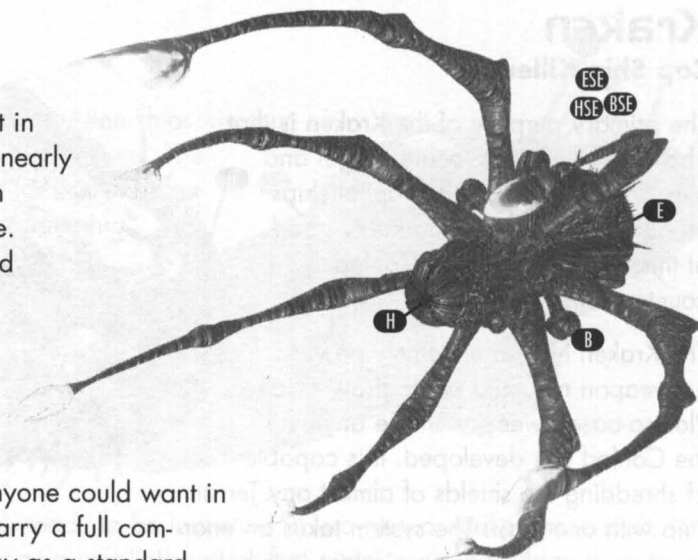
Dreadnought

The Tiamat is the pivotal craft in the Alien fleet. It's a monster nearly two miles long, and the Alien didn't stop at making just one. The only thing that the Confed has that even comes close is the *Behemoth*, and even it is only similar in the sheer raw power that it can muster.

The Tiamat has everything anyone could want in a warship. Its hangar bays carry a full complement of fighters — as many as a standard carrier could contain. It has the powerful ship-killing Plasma weapon that makes the Kraken so formidable, and the speed to bring it to bear. It also features a sizable number of turrets for anti-fighter defense.

Even without the offensive capabilities that this dreadnought sports, it would still be a challenge to deal with, as its shields and armor are both extremely durable. It has shield emitters for engines, the bridge and hangar bay.

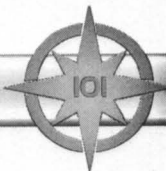
It takes a concentrated, well-coordinated and controlled attack to destroy a Tiamat.



E Engine	3200 DP
ESE Engine Shield Emitter	800 DP
B Bridge	3200 DP
BSE Bridge Shield Emitter	800 DP
H Hangar	2500 DP
HSE Hangar Shield Emitter	800 DP

Velocity	50
Max Pitch	3
Max Yaw	3
Max Roll	3
Rotational Acc.	2

Guns	
Turreted Maser x 14	(600 DP)
Capital Ship Plasma Gun	
Missiles	
Turreted Medusa x 6	(600 DP)
Decoys	none



Kilrathi Ships

Dralthi

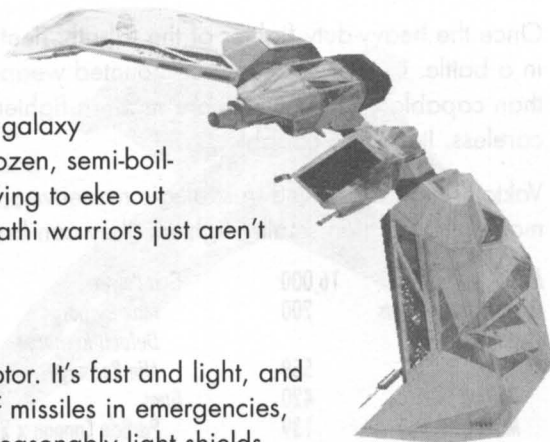
Fighter

Kilrathi ships don't play a major role in the galaxy anymore. Now that their planet is a semi-frozen, semi-boiling lifeless satellite, and their people are trying to eke out a living in their remaining colonies, the Kilrathi warriors just aren't lurking around every asteroid anymore.

They do occasionally show up, however.

The Dralthi is their standard fighter/interceptor. It's fast and light, and depends primarily on its guns. It will fire off missiles in emergencies, but it isn't their main form of attack. It has reasonably light shields and armor for a fighter — weaker on port and starboard quadrants — and tends to travel in groups to better its chances.

Dralthi have never been jump capable, however, and there are no known functioning Kilrathi carriers in existence.



Mass	15,000	Gun Power	400	Shield Power	240
Core Damage Points	200	Max Recharge	112.5	Max Recharge	18
Velocity		Default Recharge	75	Default Recharge	12
Max	612	Min Recharge	7.5	Min Recharge	1.2
Default	460	Guns		Front (default)	120
Min	152	Laser Cannon x 2		Rear (default)	120
Acceleration	600	Tachyon Gun		Armor	
Afterburner		Missiles		Front	80
Velocity	1200	Heat Seeker (4)		Rear	80
Acceleration	2400	Decoys	24	Left	60
Fuel	360			Right	60
Max Pitch	85				
Max Yaw	65				
Max Roll	85				
Rotational Acc.	130				



Vaktoth

Heavy Fighter

Once the heavy-duty fighter of the Kilrathi fleet, the Vaktoth is still a formidable opponent in a battle. Its heavy arsenal of mounted weapons (including a rear turret) makes it more than capable of taking on more modern fighters, and even a light capital ship that gets careless. It is jump capable.

Vaktoth pilots are skilled in strategic maneuvers, and though these ships are heavier and less maneuverable than smaller fighters, they can be daunting opponents in the hands of a pro.

<i>Mass</i>	16,000	<i>Gun Power</i>	500	<i>Shield Power</i>	520
<i>Core Damage Points</i>	200	<i>Max Recharge</i>	345	<i>Max Recharge</i>	39
<i>Velocity</i>		<i>Default Recharge</i>	230	<i>Default Recharge</i>	26
<i>Max</i>	559	<i>Min Recharge</i>	23	<i>Min Recharge</i>	2.6
<i>Default</i>	420	<i>Guns</i>		<i>Front (default)</i>	260
<i>Min</i>	139	Particle Cannon x 2		<i>Rear (default)</i>	260
<i>Acceleration</i>	490	Ion Cannon x 2		<i>Armor</i>	
<i>Afterburner</i>		Tachyon Gun		<i>Front</i>	130
<i>Velocity</i>	1100	Fighter Turret	800 DP	<i>Rear</i>	120
<i>Acceleration</i>	1500	<i>Missiles</i>		<i>Left</i>	130
<i>Fuel</i>	360	Heat Seeker (4)		<i>Right</i>	130
<i>Max Pitch</i>	75	Friend or Foe (4)		<i>Bomber Loadout</i>	
<i>Max Yaw</i>	55	<i>Decoys</i>	24	<i>Missiles</i>	
<i>Max Roll</i>	75			Heat Seeker (4)	
<i>Rotational Acc.</i>	120			Torpedo (2)	

Kilrathi Corvette

Few of these large ships remain in service in the Kilrathi fleet, but those that do have been repaired to top condition with parts salvaged from decommissioned vessels. It is speculated that systems aboard ships of this class now vary somewhat from ship to ship.

<i>Core Damage Points</i>	2000	<i>Gun Power</i>	100	<i>Shield Power</i>	2000
<i>Velocity</i>	160	<i>Max Recharge</i>	150	<i>Max Recharge</i>	22.5
<i>Acceleration</i>	55	<i>Default Recharge</i>	100	<i>Default Recharge</i>	15
<i>Max Pitch</i>	7.5	<i>Min Recharge</i>	10	<i>Min Recharge</i>	1.5
<i>Max Yaw</i>	7.5	<i>Guns</i>		<i>Front (default)</i>	1000
<i>Max Roll</i>	7.5	SF x 2		<i>Rear (default)</i>	1000
<i>Rotational Acc.</i>	5	Fighter Turret x 5	800 DP	<i>Armor</i>	
		(often without ammo)		<i>Front</i>	800
		<i>Missiles</i>		<i>Rear</i>	800
		Torpedo (4)		<i>Left</i>	800
		<i>Decoys</i>	0	<i>Right</i>	800



Confed Ships

F-106A Piranha

Scout Fighter

The Piranha is a small fighter, designed to be a pure dogfighter, but often used for quick and simple jobs such as light escort duty and reconnaissance. It's light, maneuverable and fast, with enough firepower to get the job done without slowing it down.

In fact, a lot has been sacrificed to the greater good of speed and maneuverability. It's hard to hit, that's true, but if a shot does connect, the Piranha takes it hard: it has weak shields and thin armor. Anyone who pilots this fighter cannot afford to lose concentration for an instant, but must keep an eye out for any incoming gunfire or missiles in order to sidestep them.

The Confederation uses this fighter most often in counter-insurgency and anti-pirate operations, but they are becoming popular in a variety of tasks, and the TCS Midway now has a few of its own. The military is using it as a replacement for the out-of-date Arrow.



Mass	12,000	Gun Power	280	Shield Power	420
Core Damage Points	160	Max Recharge	45	Max Recharge	30
Velocity		Default Recharge	30	Default Recharge	20
Max	650	Min Recharge	3.0	Min Recharge	2.0
Default	500	Guns		Front (default)	210
Min	150	SF (400)		Rear (default)	210
Acceleration	650	Ion Cannon x 2		Armor	
Afterburner		Laser Cannon		Front	250
Velocity	1400	Missiles		Rear	200
Acceleration	1800	Image Recognition (2)		Left	220
Fuel	360	Heat Seeker (4)		Right	220
Max Pitch	90	Decoys	24		
Max Yaw	90				
Max Roll	135				
Rotational Acc.	220				



F/A-105A Tigershark

Multi-Role Fighter

The Tigershark is the culmination of the Hellcat's evolutionary path. It's a good, all-purpose ship that can handle most maneuvers reasonably well. Of course, that means that it does nothing exceptionally well, but it does make it a good ship for a beginner. It also makes graduation to a more specialized type of ship an accomplishment worth looking forward to.



Even when more glamorous ships are available, however, the Tigershark should be respected as an excellent back-up for any sort of mission. With a change in loadout, it is perfectly capable of taking on any anticipated attack.

The tasks most often delegated to Tigersharks are light strike and SEAD (Suppression of Enemy Air Defense) missions, and sometimes it is given fighter duty.

Its shields and armor are medium-strength, with a recharge rate that is adequate in all but the hottest battles — as long as appropriate defensive tactics are employed. Pitch and roll maneuvers are particularly useful, but a pilot should take advantage of the all-purpose nature of the Tigershark, and practice the gamut of maneuvers until a thorough understanding of both offensive and defensive moves is gained.

<i>Mass</i>	14,000
<i>Core Damage Points</i>	180
<i>Velocity</i>	
<i>Max</i>	552
<i>Default</i>	480
<i>Min</i>	144
<i>Acceleration</i>	560
<i>Afterburner</i>	
<i>Velocity</i>	1200
<i>Acceleration</i>	1400
<i>Fuel</i>	360
<i>Max Pitch</i>	75
<i>Max Yaw</i>	75
<i>Max Roll</i>	120
<i>Rotational Acc.</i>	195

<i>Gun Power</i>	275
<i>Max Recharge</i>	52.5
<i>Default Recharge</i>	35
<i>Min Recharge</i>	3.5
<i>Guns</i>	
Laser Cannon x 2	
Bullet Mass Driver x 2	
Charging Mass Driver x 2	
<i>Missiles</i>	
Rocket Pod (36)	
Heat Seeker (4)	
Friend or Foe (2)	
Image Recognition (2)	
<i>Decoys</i>	24

<i>Shield Power</i>	460
<i>Max Recharge</i>	34.5
<i>Default Recharge</i>	23
<i>Min Recharge</i>	2.3
<i>Front (default)</i>	230
<i>Rear (default)</i>	230
<i>Armor</i>	
<i>Front</i>	260
<i>Rear</i>	220
<i>Left/Right</i>	230

Wild Weasel Loadout
<i>Missiles</i>
Rocket Pod (36)
Heat Seeker (6)
Friend or Foe (2)
Anti-Radiation (4)

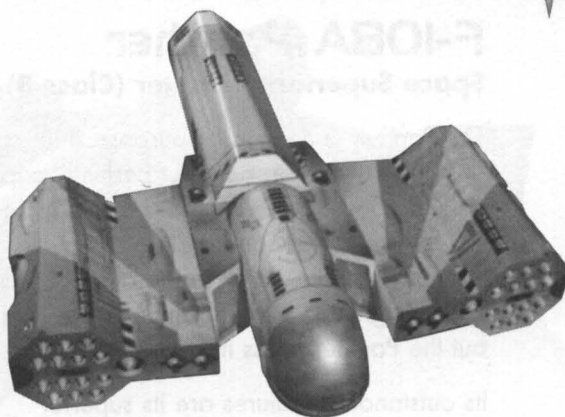


F-IIOA Wasp

Interceptor

The Wasp is designed specifically for attacking bombers in a "scramble" type situation. It does not have effective long- or medium-range capabilities, and it has a fairly low endurance.

It accelerates to the battle area with an external booster rocket, which increases its speed without requiring the use of a fuel-consuming afterburn. Once it reaches its destination, the booster pod is jettisoned, and maneuverability is thereby enhanced.



The Wasp carries four "cluster-rocket" packs, sometimes known as "swarmers." Swarmers are short-range missiles which ripple-fire in groups of five or more, guided by a laser designator in the Wasp's nose. It takes a fairly good position on a Wasp's tail to get a good hit, but very few can withstand a direct hit. The Wasp is an anti-bomber, but a skilled pilot could adapt Wasp tactics for use against fighters.

Mass*	12,000 (18,000)
Core Damage Points	200
Velocity	
Max	624
Default	480
Min	144
Acceleration*	590(350)
Afterburner	
Velocity	1400
Acceleration*	1600 (870)
Fuel	360
Max Pitch*	80 (65)
Max Yaw*	70 (55)
Max Roll*	120 (120)
Rotational Acc.*	190 (110)
Booster Pod	
Velocity	3000
Acceleration	9000
Fuel	18

Max Pitch	40
Max Yaw	30
Max Roll	90
Rotational Acc.	20
Gun Power	600
Max Recharge	90
Default Recharge	60
Min Recharge	6
Guns	
Mass Driver x 2	
Tachyon Gun x 2	
Charging Mass Driver x 2	
Missiles	
Swarm Pod (4)	
Image Recognition (6)	
Heat Seeker (2)	
Decoys	36

Shield Power	460
Max Recharge	33
Default Recharge	22
Min Recharge	2.2
Front (default)	260
Rear (default)	200
Armor	
Front	260
Rear	220
Left/Right	240

Enhanced Loadout

Missiles	
Swarm Pod (4)	
Enhanced Long-Range Image Rec (6)	
Heat Seeker (2)	
Enhanced Shield Power	560
Max Recharge	40.5
Default Recharge	27
Min Recharge	2.7
Front (default)	310
Rear (default)	250

*Numbers in parentheses indicate stats for ship **with** booster pod attached.



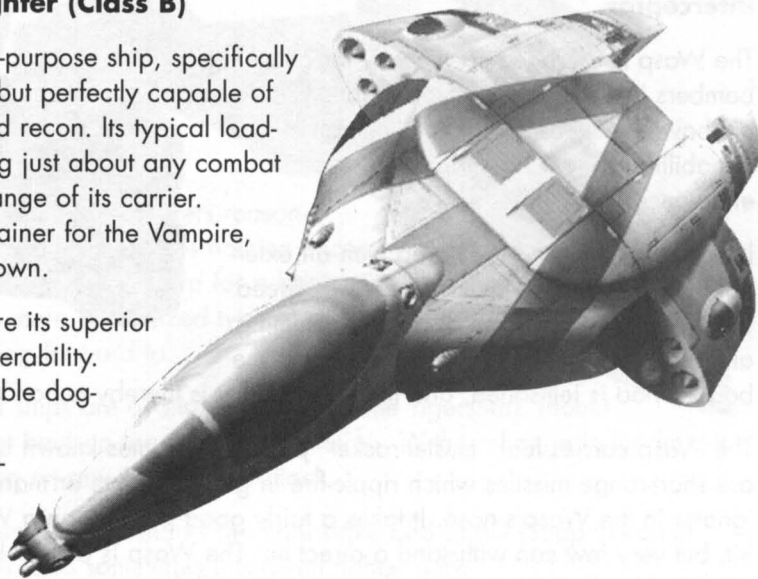
F-108A Panther

Space Superiority Fighter (Class B)

The Panther is a good all-purpose ship, specifically designed for escort duty but perfectly capable of medium-range patrols and recon. Its typical load-out is capable of handling just about any combat that might occur within range of its carrier. Some might see it as a trainer for the Vampire, but the Panther holds its own.

Its outstanding features are its superior acceleration and maneuverability. These make it a dependable dog-fighter, and a favorite of many pilots. It has moderate shields, with a swift recharge rate. It is optimized for tight turns on the yaw axis, using a horizontally articulated thrust pod.

All in all, it's a dependable ship and a pleasure to fly — especially if you like turning maneuvers and slides.



<i>Mass</i>	16,000
<i>Core Damage Points</i>	200
<i>Velocity</i>	
<i>Max</i>	528
<i>Default</i>	450
<i>Min</i>	135
<i>Acceleration</i>	530
<i>Afterburner</i>	
<i>Velocity</i>	1300
<i>Acceleration</i>	2200
<i>Fuel</i>	360
<i>Max Pitch</i>	60
<i>Max Yaw</i>	110
<i>Max Roll</i>	100
<i>Rotational Acc.</i>	240

<i>Gun Power</i>	500
<i>Max Recharge</i>	95
<i>Default Recharge</i>	70
<i>Min Recharge</i>	7
<i>Guns</i>	
Tachyon Gun x 2	
Ion Cannon x 2	
<i>Missiles</i>	
Image Recognition (6)	
Friend or Foe (6)	
<i>Decoys</i>	36

<i>Shield Power</i>	480
<i>Max Recharge</i>	39
<i>Default Recharge</i>	26
<i>Min Recharge</i>	2.6
<i>Front (default)</i>	250
<i>Rear (default)</i>	230
<i>Armor</i>	
<i>Front</i>	280
<i>Rear</i>	240
<i>Left</i>	260
<i>Right</i>	260

Wild Weasel Loadout

<i>Missiles</i>	
Image Recognition (2)	
Anti-Radiation (6)	
Rocket Pod (36)	



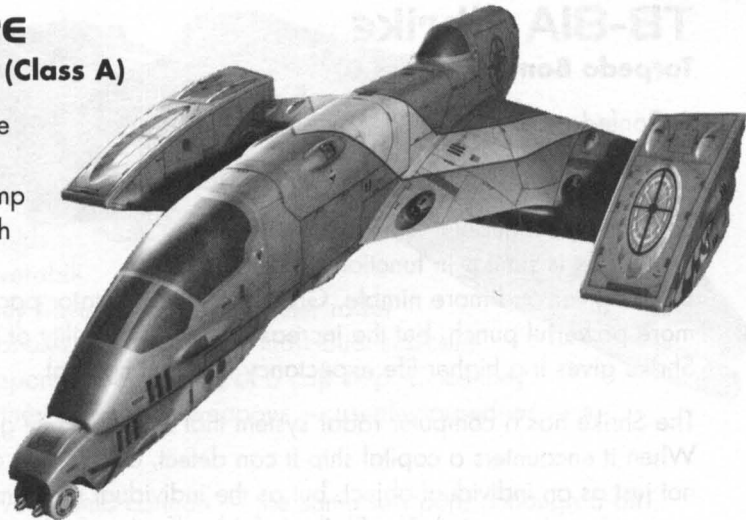
F-109A Vampire

Space Superiority Fighter (Class A)

The Vampire is the bruiser of the Confed fighters. Customized to neutralize other fighters and jump capable, it generally serves with heavier fleet carriers.

The Vampire's shields are only moderate, but they have an unusually fast recharge ability. The Vampire's engine nacelles pivot $\pm 30^\circ$ about their X-axis, giving it a phenomenal ability to change direction on demand.

The Vampire is generally considered the best fighter the Confederation currently has on the field, and is a handsome reward for advancing through the ranks.



Mass	17,000
Core Damage Points	260
Velocity	
Max	610
Default	530
Min	160
Acceleration	720
Afterburner	
Velocity	1500
Acceleration	1800
Fuel	360
Max Pitch	135
Max Yaw	70
Max Roll	180
Rotational Acc.	280

Gun Power	500
Max Recharge	90
Default Recharge	60
Min Recharge	6
Guns	
Particle Cannon x 2	
Tachyon Gun x 4	
Missiles	
Image Recognition (8)	
Friend or Foe (8)	
Tracker (4)	
Decoys	48
Shield Power	580
Max Recharge	42
Default Recharge	28
Min Recharge	2.8
Front (default)	320
Rear (default)	260
Armor	
Front	320
Rear	320
Left	320
Right	320

Enhanced Missile Loadout	
Enhanced Long-Range Image Rec (8)	
Friend or Foe (8)	
Tracker (4)	

Wild Weasel Missile Loadout	
Long-Range HARM (4)	
HARM (4)	
Image Recognition (4)	
Long-Range Image Recognition (4)	

Enhanced WW Missile Loadout	
Enhanced Long-Range Image Rec (4)	
Image Recognition (4)	
HARM (4)	
Enhanced Long-Range HARM (4)	

Enhanced Shield Power	680
Max Recharge	49.5
Default Recharge	33
Min Recharge	3.3
Front (default)	370
Rear (default)	310



TB-8IA Shrike

Torpedo Bomber (Class B)

A Confed escort carrier usually has its share of Shrikes ready to pit against any enemy capital ships it might encounter.

The Shrike is similar in function to the Devastator, but is lighter and more nimble. Granted, the Devastator packs a more powerful punch, but the increased maneuverability of the Shrike gives it a higher life expectancy in direct combat.



The Shrike has a computer radar system that is specifically geared toward capital ships. When it encounters a capital ship it can detect, categorize, analyze and track the target, not just as an individual object, but as the individual sub-components (engines, bridges, weapons systems, etc.). The Shrike is fairly effective against the lesser armored medium-size targets — cruiser size or smaller. Smaller targets such as comm stations and turret mines are its specialty. It is also fairly effective against fighters, when it doesn't have to catch up to a swifter object or maneuver into place.

The Shrike has a rear turret.

Mass	18,000	Gun Power	300	Shield Power	580
Core Damage Points	250	Max Recharge	60	Max Recharge	52.5
Velocity		Default Recharge	40	Default Recharge	35
Max	414	Min Recharge	4.0	Min Recharge	3.5
Default	360	Guns		Front (default)	300
Min	108	Particle Cannon x 2		Rear (default)	280
Acceleration	600	Mass Driver x 3		Armor	
Afterburner		SF (400)		Front	310
Velocity	820	Charging Mass Driver x 3		Rear	340
Acceleration	1800	Fighter Turret (800 DP)		Left	325
Fuel	360	Missiles		Right	325
Max Pitch	70	Light Torpedo (6)		Wild Weasel Loadout	
Max Yaw	55	Torpedo (2)		Missiles	
Max Roll	80	Image Recognition (4)		HARM (10)	
Rotational Acc.	90	Rocket Pod (36)		Image Recognition (4)	
		Dumbfire (4)		Rocket Pod (36)	
		Missile Mine (18)		Dumbfire (4)	
		Decoys	36	Missile Mine (18)	



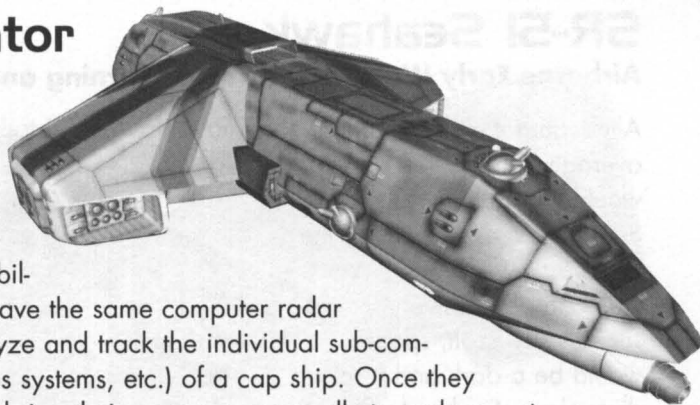
TB-80A Devastator

Torpedo Bomber (Class A)

Whereas an escort carrier tends to have Shrikes, a fleet carrier more often stocks up on Devastators.

Devastators are Shrikes on steroids — they have much less maneuverabil-

ity and more brute strength. They have the same computer radar system as the Shrike — it can analyze and track the individual sub-components (engines, bridges, weapons systems, etc.) of a cap ship. Once they know what they're looking at, they bring their weapons — usually torpedoes — to bear.



Devastators also carry a massive Plasma cannon — the same weapon, although a bit smaller, as the one cap ships carry. The Plasma cannon's slow firing rate makes it hard to use against fighters (it can manage about one shot every two seconds or so) but it destroys almost any fighter it hits. It's the weapon of choice against heavy cruisers and battleships. It is especially effective when used in tandem with fighters making surgical strikes on shield emitters and turrets.

The Devastator has strong shields, but they recharge slowly, so pilots are encouraged to transfer power as needed. They are also protected by turrets on all sides.

Mass	23,000
Core Damage Points	300
Velocity	
Max	416
Default	320
Min	96
Acceleration	280
Afterburner	
Velocity	780
Acceleration	900
Fuel	120
Max Pitch	55
Max Yaw	65
Max Roll	90
Rotational Acc.	65
Gun Power	680
Max Recharge	87
Default Recharge	58
Min Recharge	5.8

Guns	
Plasma Cannon	
SF (800)	
Fighter Turret x 5	
Missiles	
Friend or Foe (6)	
Image Recognition (6)	
Light Torpedo (8)	
Torpedo (4)	
Missile Mine (36)	
Decoys	48
Shield Power	850
Max Recharge	37.5
Default Recharge	25
Min Recharge	2.5
Front (default)	450
Rear (default)	400
Armor	
Front/Rear	400
Left/Right	360

Enhanced Bomber Loadout

Missiles	
Friend or Foe (6)	
Enhanced Long Range Image Rec (6)	
Enhanced Light Torpedo (8)	
Enhanced Torpedo (4)	
Missile Mine (36)	

Enhanced Loadout With Disk

Same as above except it carries an additional Targeting Disk.

Enhanced Shield Power	950
Max Recharge	45
Default Recharge	30
Min Recharge	3
Front (default)	500
Rear (default)	450



SR-51 Seahawk

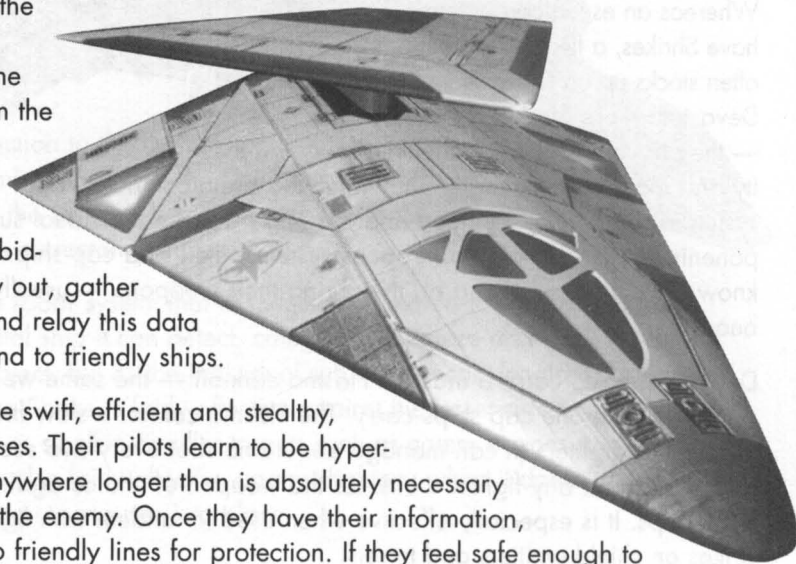
Airborne Early Warning/Airborne Warning and Control Ship (AEW/AWACS)

Although not a ship that the average fighter pilot would be thrilled to fly, the Seahawk is a mainstay in the Confed fleet. Without these radar/passive surveillance craft, space would be a dark and forbidding place. Seahawks fly out, gather data on enemy forces, and relay this data and orders from Command to friendly ships.

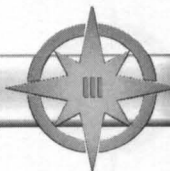
These ships are built to be swift, efficient and stealthy, and thus have few defenses. Their pilots learn to be hyper-aware and not to stay anywhere longer than is absolutely necessary to gather information on the enemy. Once they have their information, they tend to jump back to friendly lines for protection. If they feel safe enough to linger near a combat situation, Seahawks are also capable of guiding friendly ships to the targets they are most equipped to deal with.

As these little ships are worth gold in a pre-battle context, friendly fighters should go out of their way to ensure the survival of their Seahawk.

AWACS are visibly recognizable by the large, triangular radar dish which rotates to scan about its X-axis. This radar array scans space in three distinct bands, gathering and translating the information before downloading it to the fleet.



<i>Mass</i>	42,000	<i>Max Pitch</i>	35	<i>Shield Power</i>	1600
<i>Damage Points</i>	300	<i>Max Yaw</i>	20	<i>Max Recharge</i>	42
<i>Velocity</i>		<i>Max Roll</i>	25	<i>Default Recharge</i>	28
<i>Max</i>	390	<i>Rotational Acc.</i>	20	<i>Min Recharge</i>	2.8
<i>Default</i>	300	<i>Guns</i>	none	<i>Front (default)</i>	800
<i>Min</i>	90	<i>Missiles</i>	none	<i>Rear (default)</i>	800
<i>Acceleration</i>	300	<i>Decoys</i>	48	<i>Armor</i>	
<i>Afterburner</i>				<i>Front</i>	350
<i>Velocity</i>	500			<i>Rear</i>	225
<i>Acceleration</i>	750			<i>Left</i>	300
<i>Fuel</i>	360			<i>Right</i>	300
				<i>Dome (rotates up to 60° per second)</i>	

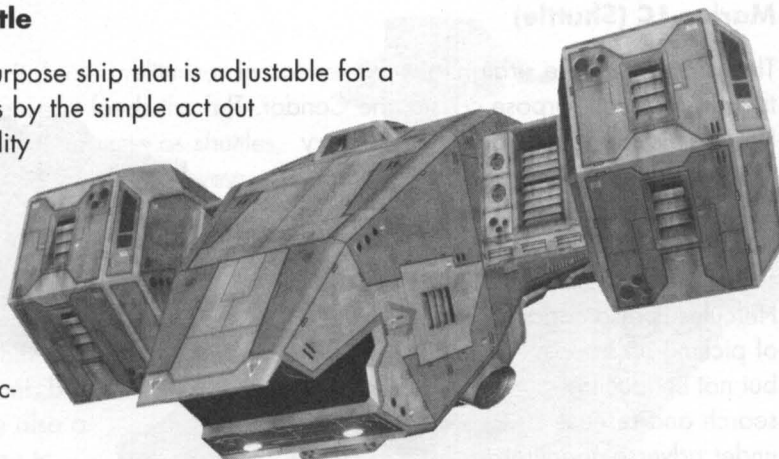


SAR-23 Condor

Rescue/Refuel/Shuttle

The SAR-23 is a multipurpose ship that is adjustable for a wide variety of missions by the simple act of swapping out functionality "modules" or "packs."

The Condor itself is primarily a powerful engine and navigation bay. It will be ID'd differently, depending on what function it is performing.



In some cases it is lightly armored and shielded for use in combat, but it is simply not designed to carry weapons of any sort. Instead, it relies solely on its fighter escort whenever it enters a hostile area.

As a Search And Rescue ship, the Condor is most often used for recovering downed, ejected or otherwise incapacitated pilots. This job usually falls to Condors as post-battle duty, but they have been known to take on a rescue mission in do-or-die cases.

As a Refueler, the Condor refuels and rearms fighters that have to fly long distances from their carrier. This is possible due to the shuttle's jump-capable design.

The Condor also acts as a Shuttle when a specialized personnel transport/carrier-on-board-delivery (COD) pod is attached. Shuttles have been used in the transportation of both troops and dignitaries.

<i>Mass</i>	62,000	<i>Guns</i>	none	<i>Shield Power</i>	2500
<i>Core Damage Points</i>	300	<i>Missiles</i>	none	<i>Max Recharge</i>	15
<i>Velocity</i>		<i>Decoys</i>	none	<i>Default Recharge</i>	10
<i>Max</i>	325			<i>Min Recharge</i>	1.0
<i>Default</i>	250			<i>Front (default)</i>	1000
<i>Min</i>	75			<i>Rear (default)</i>	1500
<i>Acceleration</i>	450			<i>Armor</i>	
<i>Afterburner</i>				<i>Front</i>	100
<i>Velocity</i>	600			<i>Rear</i>	150
<i>Acceleration</i>	1050			<i>Left</i>	125
<i>Fuel</i>	360			<i>Right</i>	125
<i>Max Pitch</i>	25				
<i>Max Yaw</i>	35				
<i>Max Roll</i>	60				
<i>Rotational Acc.</i>	30				



Hercules

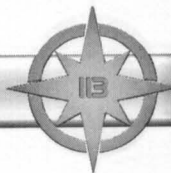
Marine LC (Shuttle)

This is a much more straightforward version of a shuttle than its more all-purpose cousin, the Condor. The Hercules is specifically designed to carry Marines and their equipment into locations where they are needed: enemy cap ships, enemy starbases, planetary surfaces, and so forth. The Hercules is also capable of picking up troops, but not conducting search and rescues under adverse conditions.



The Hercules is larger than a fighter, but smaller than a capital ship — it's roughly the size of a small Corvette. It is lightly shielded and armored, and relies on an escort to see it through combat situations. It is not totally defenseless, however, as it has two turrets for use against enemy fighters. It is also armed with a boarding mechanism which is powerful enough to cut through bulkheads, to facilitate troop insertion.

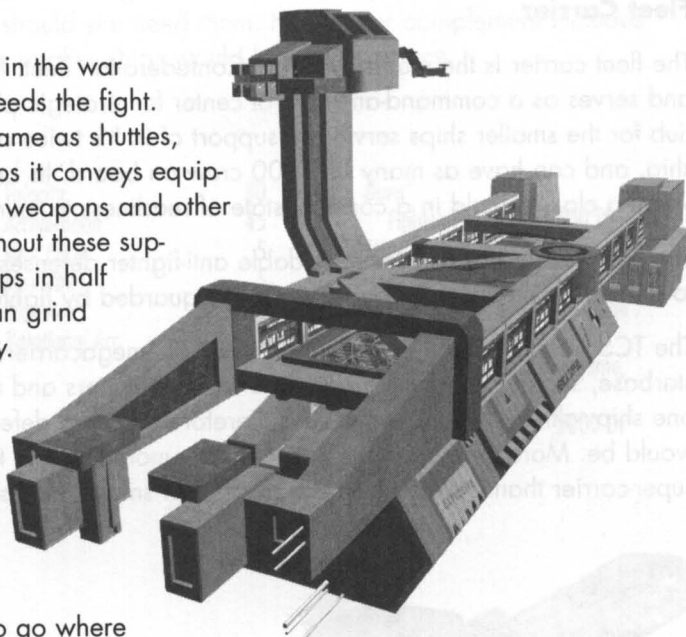
<i>Mass</i>	88,000	<i>Gun Power</i>	100	<i>Shield Power</i>	800
<i>Core Damage Points</i>	300	<i>Max Recharge</i>	75	<i>Max Recharge</i>	150
<i>Velocity</i>		<i>Default Recharge</i>	50	<i>Default Recharge</i>	100
<i>Max</i>	364	<i>Min Recharge</i>	5	<i>Min Recharge</i>	10
<i>Default</i>	280	<i>Guns</i>		<i>Front (default)</i>	500
<i>Min</i>	84	Laser Cannon		<i>Rear (default)</i>	300
<i>Acceleration</i>	450	Fighter Turret x 2		<i>Armor</i>	
<i>Max Pitch</i>	20	<i>Missiles</i>	none	<i>Front</i>	180
<i>Max Yaw</i>	20	<i>Decoys</i>	none	<i>Rear</i>	130
<i>Max Roll</i>	20			<i>Left</i>	155
<i>Rotational Acc.</i>	35			<i>Right</i>	155



C-9 Pelican

Transport

The transport plays a vital role in the war effort. In a very real sense, it feeds the fight. Transports are essentially the same as shuttles, only instead of conveying troops it conveys equipment such as tanks, food, fuel, weapons and other war materials to the front. Without these supplies, combat effectiveness drops in half over a period of hours, and can grind to a complete halt within a day. Transports are important, but unfortunately, they are also a liability. Slow and close to unmaneuverable, it is an easy target for enemy fighters, and must be defended at all costs. This is made even more difficult due to its need to go where the combat is hottest.



The transport consists of several constituent parts: engines, bridge, turrets, con towers and weapons. Its external appearance varies considerably according to its cargo.

The Pelican is lightly shielded and armored to save space and energy, and essentially relies on an escort for survival through the combat zone. It has four small turrets, so it can defend itself to some small degree, but it is essentially a slow and lumbering target.

<i>Bridge</i>	500 DP	<i>Velocity</i>	75	<i>Guns</i>	
<i>Engine 1</i>	500 DP	<i>Acceleration</i>	55	<i>Fighter Turret x 5</i>	(100 DP each)
<i>Engine 2</i>	500 DP	<i>Max Pitch</i>	5	<i>Missiles</i>	none
<i>Cargo Hold x 7</i>	500 DP each	<i>Max Yaw</i>	5	<i>Decoys</i>	none
		<i>Max Roll</i>	10		
		<i>Rotational Acc.</i>	2.5		



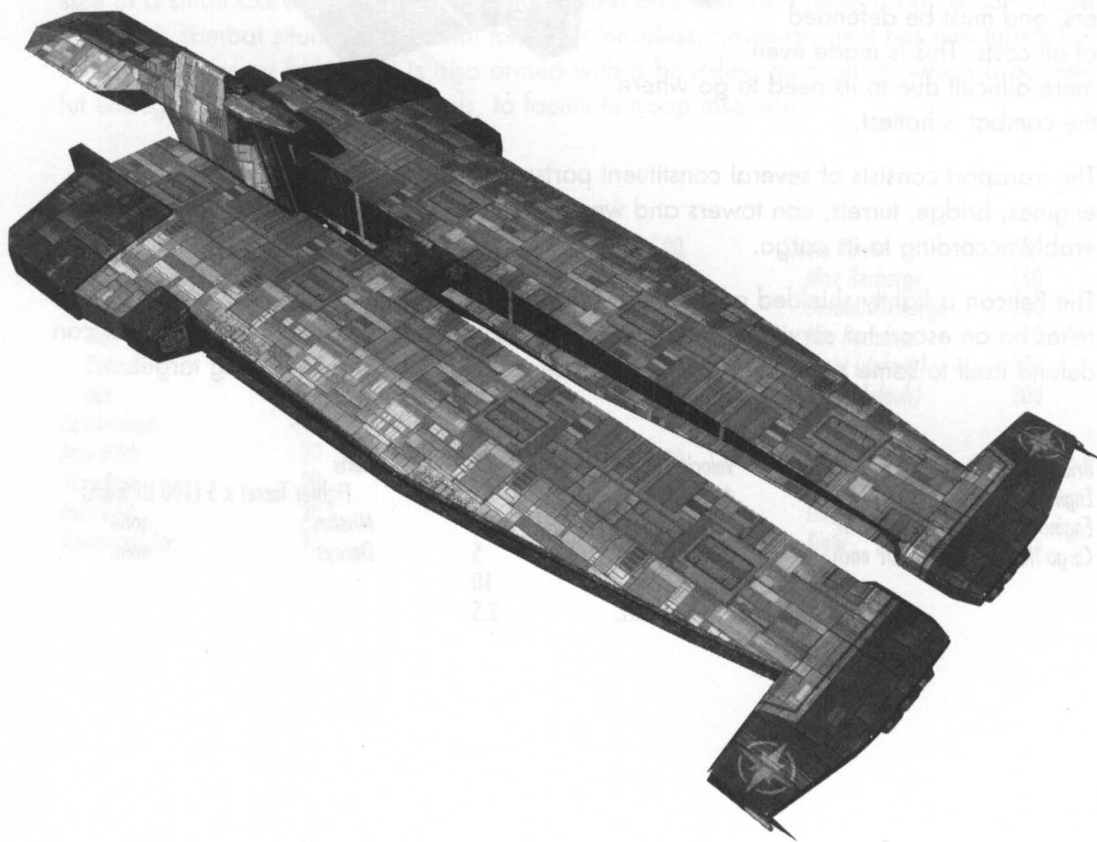
TCS Midway

Fleet Carrier

The fleet carrier is the mainstay of the Confederation fleet. It houses battle commanders, and serves as a command-and-control center for strategic planning and a communications hub for the smaller ships serving in support of it. It's twice as large as the average battleship, and can have as many as 7000 crew on board. Its bays hold up to 250 fighters of varying classes, held in a constant state of readiness to launch at a moment's notice.

The fleet carrier has its own formidable anti-fighter defenses but is not quick enough to defend from all attacks and therefore is guarded by fighter patrols at all times.

The TCS *Midway* is the first in a new class of "megacarriers." It is essentially a mobile starbase, serving the same function as several carriers and marine transports. As it is only one ship, although a huge one, it is therefore easier to defend than three or four carriers would be. More than that, it is economically more feasible to build and support one super-carrier than it would be for a number of smaller cap ships.





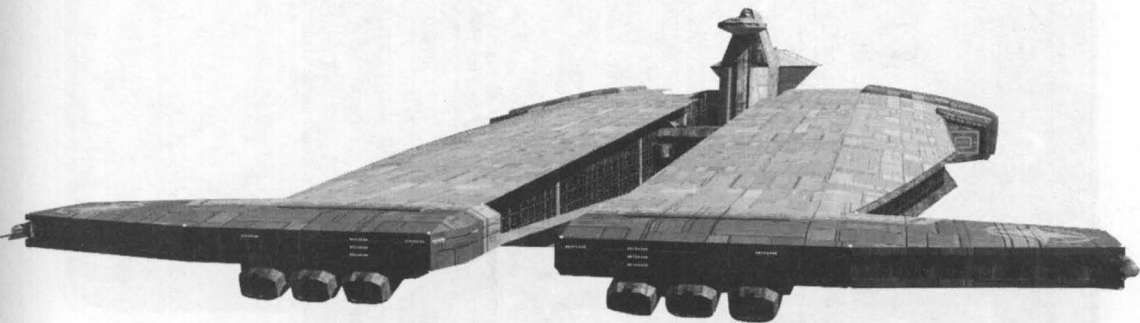
The *Midway's* defenses are the best that have been designed, reducing the need for extensive and continuous escorts. At any given time she has equipment on board for two full Marine armored brigades, should she need them. Her fighter complement includes three full flight groups, whereas smaller ships would have one apiece.

Bridge	2000 DP
Left Engine	2000 DP
Right Engine	2000 DP
Left Hangar	2000 DP
Right Hangar	2000 DP
Central Hangar	2000 DP
Left Launcher	2000 DP
Right Launcher	2000 DP
Central Launcher	2000 DP

Velocity	80
Acceleration	45
Max Pitch	5
Max Yaw	5
Max Roll	5
Rotational Acc.	3

Guns*	
Fighter Turret x 25 (800 DP each)	
Missiles	
IR Turret x 6 (800 DP each)	
Decoys	none

*Note: At the end of the game, the *Midway* also carries:
Plasma Cannon 2000 DP





Facilities

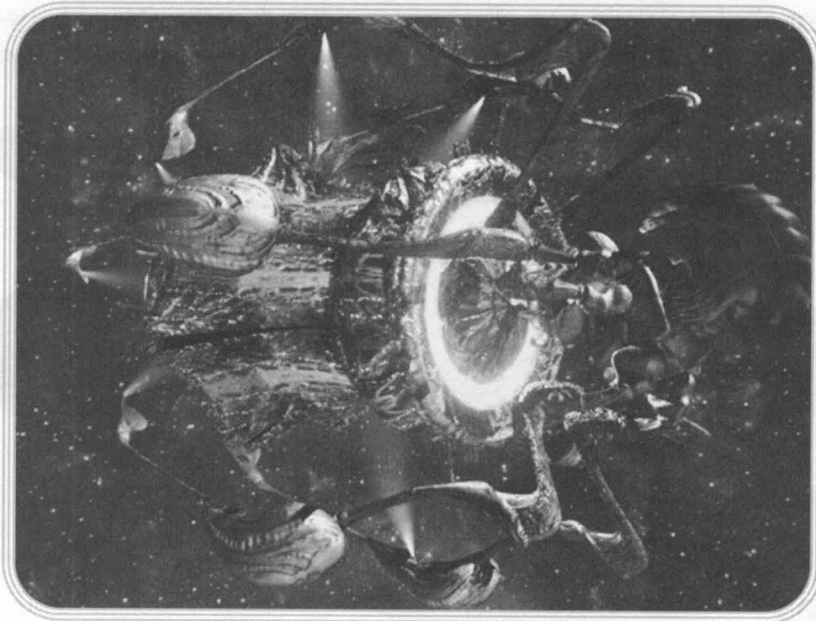
None of these facilities have guns, missiles or decoys.

Alien Comm Facility

<i>Antenna 1</i>	800 DP	<i>Antenna 5</i>	800 DP	<i>Velocity</i>	0
<i>Antenna 2</i>	800 DP	<i>Antenna 6</i>	800 DP	<i>Max Pitch</i>	0
<i>Antenna 3</i>	800 DP	<i>Antenna 7</i>	800 DP	<i>Max Yaw</i>	10
<i>Antenna 4</i>	800 DP			<i>Max Roll</i>	0
				<i>Rotational Acc.</i>	10

Alien Dry Dock

<i>Bridge</i>	20,000 DP	<i>Velocity</i>	0	<i>Pitch, Yaw, Roll</i>	0
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Alien Wormhole

<i>Tower 1</i>	100 DP	<i>Tower 5</i>	100 DP	<i>Velocity</i>	0
<i>Tower 2</i>	100 DP	<i>Tower 6</i>	100 DP	<i>Max Pitch</i>	5
<i>Tower 3</i>	100 DP	<i>Tower 7</i>	200 DP	<i>Max Yaw</i>	5
<i>Tower 4</i>	100 DP			<i>Max Roll</i>	5
				<i>Rotational Acc.</i>	7

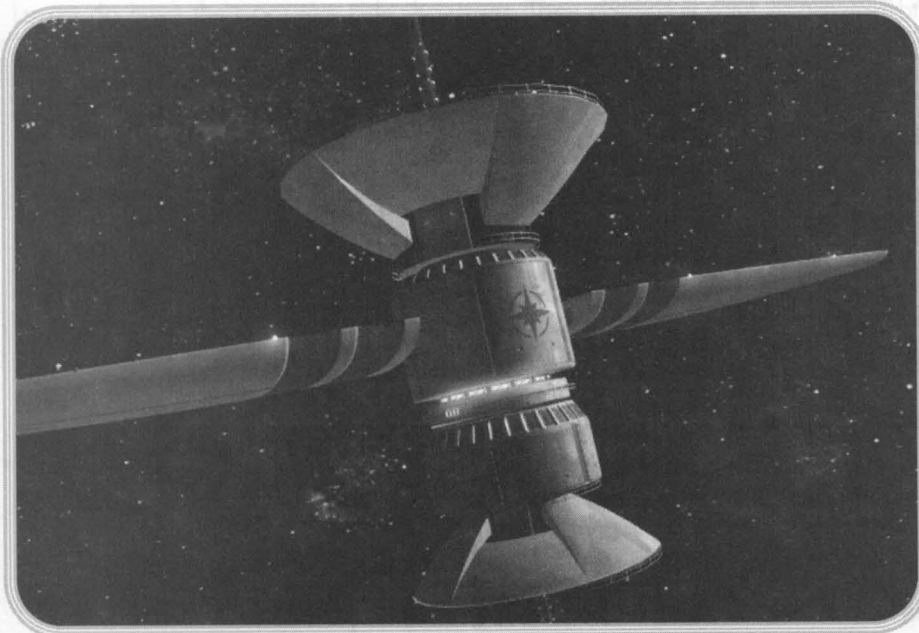


Callisto — Confederation Starbase

Bridge	3500 DP	Velocity	0	Pitch, Yaw, Roll	0
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Confederation Relay Station

Bridge	2000 DP	Hangar 2	1000 DP	Velocity	0
Hangar 1	1000 DP				



Kilrathi Station

Bridge	2000 DP	Hangar	2000 DP	Velocity	0
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Velocity	2200	Charge	85
Range	3600	Damage	300
Charge Time	2.5		



GUNS

Table of Gun Stats

Velocity. Speed of the projectile, in clicks per second.

Range. Maximum distance at which target can be effectively hit, in clicks.

Charge. Energy required per shot, in nanoJoules.

Damage. Number of points of damage inflicted on target per shot.

Refire Delay. Delay between shots, in seconds.

CONFED/KILRATHI

	Velocity	Range	Charge	Damage	Refire Delay
<i>Laser Cannon</i>	4000	5000	10	18	0.25
<i>Charging Mass Driver</i> ¹	2200	3600	85	300	2.5
<i>Mass Driver</i>	3600	2000	12	35	0.3
<i>Tachyon Gun</i>	5200	3900	40	70	0.45
<i>Ion Cannon</i>	3600	4500	30	30	0.35
<i>Particle Cannon</i>	3600	4200	22	42	0.4
<i>Plasma Cannon</i>	2600	3000	220	600	1.6
<i>Fighter Turret</i> ²	7000	8000	10	38	1.0
<i>Stormfire Mk. 2</i> ³	5000	5000	0	21	0.1

ALIEN

	Velocity	Range	Charge	Damage	Refire Delay
<i>Light Burst Maser</i>	5000	5000	17	21	.28
<i>Quantum Disruptor</i>	3800	3800	35	42	0.4
<i>Light Plasma</i>	4000	4000	25	32	0.35
<i>Heavy Plasma</i>	3600	8000	100	200	0.5
<i>Shield Killer Cannon</i>	2800	4200	40	12.5	0.35
<i>Heavy Maser</i>	4600	4600	45	30	0.35
<i>Gorgon Heavy</i>	4000	4000	60	70	0.4
<i>Turreted Maser</i>	7000	9000	35	45	0.8
<i>Turreted Plasma</i>	3600	6000	35	60	1.5
<i>Capital Ship Plasma</i>	3400	10,000	500	10,000	9.5

¹ The Charging Mass Driver can be fired without a full charge, in which case the damage and refire delay are proportionately reduced.

² The Fighter Turret does not draw power from the main gun power supply; it has its own power source.

³ The Stormfire Mk. 2 requires ammunition. Pilots are supplied 400 rounds at the beginning of each mission.



Confed Guns

Laser Cannon

In fighter technology, this is the most basic form of weaponry there is. It's better than harsh words, and almost as effective as getting out and throwing rocks at the enemy. Laser Cannon have been around since space flight was invented, and it shows. Getting popped by a laser does very little damage to the target.

Lasers do have their positive side, however. They don't pull a lot of power from the ship, and have a rapid recharge rate. You may run out of missiles or power to fire your big, fancy weapons, but unless a primary component gets blasted off, your lasers will come through. And lasers fired in tandem with other weapons do add some power to your punch at a very small cost in energy.

It also takes real piloting skill to handle a dogfight with lasers — you've got to get on your target's tail and stay there, keeping him in your sights as he tries to outmaneuver you, never giving him a second to recover.

Velocity	4000	Damage	18
Range	5000	Refire Delay	.25
Charge	10		

Charging Mass Driver

Some pilots also refer to this as an "Adjustable" Mass Driver. The mass and velocity of the projectile varies according to the "choke" setting — how long you charge the Driver before you release it. It takes approximately 1.5 seconds to get the full charge.

The Mass Driver uses energy as its ammo supply, so it is virtually unlimited. When the pilot holds down the trigger, the driver essentially knits together the raw material on a molecular level and supercharges it with kinetic energy. When the trigger is released, the projectile is launched and speeds away in direct, unguided flight.

Continuing to charge the shell used to result in a dangerous power surge in earlier version of the Charging Mass Driver. Pilots who had lost their target lock and maxed out their Mass Driver, released it and started again. Fortunately, current models do not have this design flaw and slowly bleed off excess energy after you reach maximum charge.

Velocity	2200	Charge	85
Range	3600	Damage	300
Charge Time	2.5		



Mass Driver

The Mass Driver is a simpler, safer version of the charging Mass Driver. It knits together a projectile of a limited size and with only a certain amount of "charge." There is no danger of overloading your ship's system, but as could be expected, it doesn't stand much of a chance of knocking out your target's shields in one shot, either.

Note that the maximum range is much shorter than the Charging Mass Driver's.

<i>Velocity</i>	3600	<i>Damage</i>	35
<i>Range</i>	2000	<i>Refire Delay</i>	.30
<i>Charge</i>	12		

Tachyon Gun

The Tachyon gun is based on the same technology that powered the first jump-capable capital ships. Tachyons, small particles that naturally travel faster than the speed of light, are trapped, decelerated and polarized to travel in streams. This changes their nature dramatically, and they become a considerable destructive force. If you feel in the mood to get into a real blaster battle, the Tachyon gun is what you want.

Modern Tachyon guns have a longer refire delay than previous models, and cause more damage. They fire one of the fastest moving energy bolt projectiles currently known.

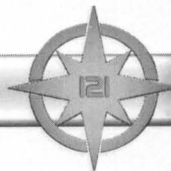
<i>Velocity</i>	5200	<i>Damage</i>	70
<i>Range</i>	3900	<i>Refire Delay</i>	.45
<i>Charge</i>	40		

Ion Cannon

Ion weaponry is used primarily against fighters, either as a fighter weapon or in a turret. It functions by magnetically accelerating atomic particles to near-light speed, and then releasing them in pulses.

Theoretically, an Ion cannon does double damage: it imparts not only extreme kinetic damage, but is radioactive, as well. This is more of a curiosity than a martial advantage, however, since when the cannon wears down the shields and breaches the armor, the resultant explosion makes any lingering effects of the ionization moot.

<i>Velocity</i>	3600	<i>Damage</i>	30
<i>Range</i>	4500	<i>Refire Delay</i>	.35
<i>Charge</i>	30		



Particle Cannon

The Particle cannon is essentially the mirror-image of the Ion cannon. Based on technology originally developed by the Kilrathi, it takes highly charged nuclear particles and accelerates them almost to the speed of light. When these particles impact their target, a small nuclear explosion results in blast, heat and radiation damage.

This is a good weapon for long-range slapping matches. It does a moderate amount of damage with a high refire rate.

<i>Velocity</i>	3600	<i>Damage</i>	42
<i>Range</i>	4200	<i>Refire Delay</i>	.40
<i>Charge</i>	22		

Plasma Cannon

If only it didn't take so much energy from the ship, this would be a cheap weapon indeed. It fires nothing more exotic than hydrogen molecules. Of course, these molecules are electrically charged to a state of near-fusion, bearing a strong resemblance to the center of a young star.

Plasma cannon attacks are generally used against capital ships and other heavily shielded and armored targets. It does a mean number on fighters, if the shot actually connects, but it is usually too slow for this to be considered viable in a firefight.

<i>Velocity</i>	2600	<i>Damage</i>	460
<i>Range</i>	3000	<i>Refire Delay</i>	1.6
<i>Charge</i>	220		



Fighter Turret

The turret is the pilot's answer to the monotonous "decoy or die" situation that crops up when missiles are flying thick in the heat of battle. The Shrike's rear turret commands a 90° field, while the Devastator's four turrets *all* have deadly 360° fields of fire.

Velocity	7000	Damage	38
Range	8000	Refire Delay	1.0
Charge	10		

Stormfire Mk. 2

This gun fires round after round at the biggest ship you care to target, with high caliber, depleted uranium, armor-piercing rounds.

The Stormfire Mk. 2 is similar to the Border World's original Stormfire gun, but it is slower and packs more wallop per hit. It has a limited amount of ammunition, usually 400 rounds. If you find a ship that doesn't roll over after that many rounds, you've got real problems.

Velocity	5000	Damage	21
Range	5000	Refire Delay	.10
Charge	0		



Alien Guns

Light Burst Maser

This is the basic Alien fighter weapon. It is beam technology, and it works by creating a series of high intensity microwave laser beams that slice equally well through armor as they do through shields.

Velocity	5000	Damage	21
Range	5000	Refire Delay	.28
Charge	17		

Quantum Disruptor

This weapon is different from anything the Terran forces have or understand. It emits circular bolts of energy that set up a cascading reverberation that will essentially shake its target until the shield collapses and the fighter itself shatters. Shields are moderately effective against the disruptor, but avoidance is the best tactic.

Velocity	3800	Damage	42
Range	3800	Refire Delay	.40
Charge	35		



Light Plasma

Similar in function to the Confederation Plasma cannon, the Aliens have a weapon that is based on energizing molecules to near-fusion levels. Currently, not much is known about the inner workings of the technology; witnesses can give only facts based on empirical evidence, and also point out that "it fires green."

It has been compared to the Confed Tachyon gun in effect, although it is reported to cause somewhat less damage, but fire faster and with less notable energy loss.

<i>Velocity</i>	4000	<i>Damage</i>	32
<i>Range</i>	4000	<i>Refire Delay</i>	.35
<i>Charge</i>	25		

Heavy Plasma

This is one of the "swarm" weapons that the Aliens have been known to use. In effect it is similar to a weapon that would normally be fired from a capital ship. It has a slow refire rate, but it inflicts serious damage on whatever it hits — in fact, there is no other Alien gun that even approaches the power of the Heavy Plasma Gun.

A note of caution: swarm fighters have been known to employ it against individual fighters.

<i>Velocity</i>	3600	<i>Damage</i>	200
<i>Range</i>	8000	<i>Refire Delay</i>	.5
<i>Charge</i>	100		



Shield Killer Cannon

"Shield Killer Cannon" has become the popular moniker for the Lamprey's mysterious gun. Very little is truly known about this cannon — rumor has it that it drains energy from a ship's shields by sabotaging the electrical system of a ship, possibly by firing some sort of targeted device that latches onto the hull of the victim and pulls power locally, or possibly by disturbing the electromagnetic field in the vicinity of the ships. Studies of trace emissions remaining in areas of reported firings do not contradict theories of shield disruption, but they don't shed much light on the question either.

The following statistics have been compiled based on field reports from witnesses, but all personnel are warned to treat these as loose guidelines only, until some understandings of the technology behind this weapon can be reached.

<i>Velocity</i>	2800	<i>Damage</i>	12.5 (plus shield drain)
<i>Range</i>	4200	<i>Refire Delay</i>	.35
<i>Charge</i>	40		

Heavy Maser

A slightly more muscular version of the microwave gun sported by lighter Alien fighter-craft, the extra damage is largely negated by the longer refire rate. Heavy Maser fire is used as a dependable backup by the heavier Alien fighters in hot combat situations.

Current understanding of the weapon is minimal. Some scientists have postulated that the design of the weapon is such that it causes lasting cellular damage to any survivors of an attack. Conclusive studies have not been completed, but it seems that a hit would have to get by the ship's protective armor, which renders the theory moot, at best.

<i>Velocity</i>	4600	<i>Damage</i>	30
<i>Range</i>	4600	<i>Refire Delay</i>	.35
<i>Charge</i>	45		



Gorgon Heavy

To the best of our knowledge, empirical evidence indicates that the Gorgon Heavy employs the same or similar technology as the Confed Tachyon gun. Post-fire trace emission studies have confirmed the presence of high amounts of polarized tachyon particles.

There exists as of yet no intelligence as to precisely how this gun works. Most reports indicate the technology must be similar to that used in the Confed Tachyon gun. The damage done by both weapons is roughly the same, and if anything the Aliens do not seem to have been able to accelerate particles to the velocity the Confed has. It is perhaps this lower velocity limit that also limits the maximum effective range of this gun.

Velocity	4000	Damage	70
Range	4000	Refire Delay	.40
Charge	60		

Turreted Maser

It did not take much contact with the Alien attack forces to discover that Maser technology is the mainstay of their ordnance technology. The powerful, focused microwave weaponry appears on nearly every ship in their fleet.

Masers have proven to be quite effective. Turreted Masers are efficient in punching their way through Confederation shields and, with little effort, through armor as well. These turrets are often exposed, but usually shielded, on the larger ships. When possible, shield emitters and turrets should be given highest initial priority in an attack on an Alien cap ship.

Velocity	7000	Damage	45
Range	9000	Refire Delay	.8
Charge	35		



Turreted Plasma

The Alien Turreted Plasma guns should be taken very seriously, and not just in regard to self-survival. With the appropriate fighter support, the Aliens could destroy a cap ship — perhaps even a carrier — with these weapons. The refire delay is very long, but not so long that a fighter could at any time discount the clear and present danger.

As is the case with the smaller Plasma guns, this weapon has harnessed the power of a star: superheated and rigidly controlled, a plasma beam can cut through its target's defenses with minimum effort.

Velocity	3600	Damage	60
Range	6000	Refire Delay	1.5
Charge	35		

Capital Ship Plasma

The Alien Plasma cannon found on the Kraken and the Tiamat are the most powerful turret weapon in the enemy fleet. This weapon could punch a hole in anything the Confederation has, and its purpose is in destroying the biggest cap ships that Confed can build. The refire delay is very long, of course, but with a lucky shot, refire is redundant.

If the smaller Plasma guns harness the raw power of a star, then you can consider that the cap ship version throws a supernova.

Velocity	3400	Damage	10,000
Range	10,000	Refire Delay	9.5
Charge	500		



MISSILES

Velocity. Maximum speed missile can attain, in clicks per second.

Duration. Number of seconds missile travels before it self-destructs (unless it hits something).

Lock Range. Maximum distance from target at which missile can gain a lock.

Max Yaw. Maximum rate at which missile turns left or right in degrees per second.

Max Pitch. Maximum rate at which missile turns left or right in degrees per second.

Acceleration. How fast the missile increases speed in clicks per second squared.

Lock Time. Number of seconds the missile requires to gain a lock, once in range.

Damage. Number of points of damage the weapon delivers with a direct hit.

Refire Delay Number of seconds of delay required between shots.

Spoof %. Base percentage chance missile will be distracted by a decoy.

Table of Missile Stats

CONFEDERATION

Missile	Velocity	Duration	Lock R	Max Y	Max P	Accel	Lock T	Dam	R Delay	Spoof
Missile Mine	150	300	n.a.	50	50	500	n.a.	800	1.5	50%
Friend or Foe	1800	16	6000	90	90	2500	n.a.	280	2.0	60%
Image-Recognition (IR)	2100	13	8,000	80	90	2800	1.0	350	2.0	35%
Long-Range IR	2500	22	18,000	120	120	3000	0.8	350	2.0	30%
Enhanced Long-Range IR	2500	22	18,000	120	120	3200	0.7	520	2.0	25%
HARM	2000	6	9,000	50	50	1200	1.5	600	2.0	n.a.
Long-Range HARM	2000	10	18,000	70	70	1200	2.0	800	2.0	n.a.
Enhanced LR HARM	2000	10	18,000	70	70	2200	1.5	1200	2.0	n.a.
Light Torpedo	1600	12	12,000	20	20	900	6.0	800	2.0	50%
Enhanced Light Torpedo	1800	16	18,000	30	30	900	5.0	1000	2.0	40%
Torpedo	1200	18	18,000	20	20	600	12.0	1600	5.0	50%
Enhanced Torpedo	1800	20	22,000	35	35	700	10.0	2000	2.0	50%
Heat Seeker	2800	10	8,000	160	140	3200	0.8	400	2.0	50%
Dumbfire	3000	5	n.a.	n.a.	n.a.	3000	n.a.	800	1.0	n.a.
Rocket Pod	3200	3	n.a.	n.a.	n.a.	3200	n.a.	100	.35	n.a.
Swarmer Pod (x7)	3000	8	5,000	80	80	4100	1	150	2.0	n.a.
Tracker FFs (x4)	1800	16	n.a.	90	90	2100	n.a.	280	2.0	60%
Targeting Disk	1000	20	6000	20	20	600	20	200	2.0	50%
Turreted IR (cap ship)	2100	8	6,000	80	90	2800	1.0	180	20+	35%

ALIEN

Missile	Velocity	Duration	Lock R	Max Y	Max P	Accel	Lock T	Dam	R Delay	Spoof
Charybdis Mine	170	360	5,000	55	55	600	n.a.	520	1.0	50%
Cerberus Missile	2100	8	18,000	95	100	2300	n.a.	280	2.0	65%
Hades Missile	2500	12	8000	115	115	2500	1.0	900	2.0	55%
Medusa Missile	2200	12	8,000	115	115	2500	1.0	400	2.0	55%
Proteus (x3)	2100	9	18,000	95	100	2300	n.a.	280	2.0	65%
Poseidon Torpedo	1200	18	18,000	25	25	700	8.0	2300	2.0	50%
Individual Scylla Mines	170	16 hrs	4000	55	55	600	n.a.	820	2.0	50%
Turreted Medusa (cap ship)	2200	7	6,000	90	90	2500	2.0	250	20+	55%

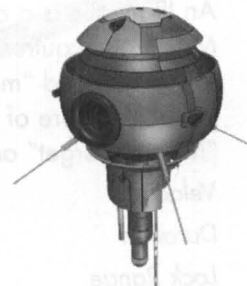


Confed Missiles

Missile Mine

This is basically a space-bomb. It has no lock, and is internally guided. Essentially fire-and-forget, you need to be careful not to run into your own munition.

Velocity	150	Acceleration	500
Duration	300	Lock Time	n.a.
Lock Range	n.a.	Damage	800
Max Yaw	50	Refire Delay	1.5
Max Pitch	50	Spoof %	50



Friend or Foe Missile

An FF missile is designed to detect coded signals emitted from Confederation ships, and to seek out and destroy the nearest ship that does not register as a friendly. Unfortunately, it is possible for a ship's emitter to be damaged, and thus create a false target.



This missile does not require a lock, and will target the next closest enemy ship should its current target be destroyed.

Velocity	1800	Acceleration	2500
Duration	16	Lock Time	n.a.
Lock Range	6000	Damage	280
Max Yaw	90	Refire Delay	2.0
Max Pitch	90	Spoof %	60



Image-Recognition Missile

An IR missile is a close cousin to the Friend-or-Foe Missile. It acquires a visual lock on its target upon launching, and "memorizes" the unique electronic and visual signature of the ship it is intended to hit. It is "fire and forget" and difficult to duck.



Velocity	2100	Acceleration	2800
Duration	13	Lock Time	1.0
Lock Range	8000	Damage	350
Max Yaw	80	Refire Delay	2.0
Max Pitch	90	Spoof %	35

Long-Range IRM

Velocity	2500	Acceleration	3000
Duration	22	Lock Time	0.8
Lock Range	18,000	Damage	350
Max Yaw	120	Refire Delay	2.0
Max Pitch	120	Spoof %	30

Enhanced Long-Range IRM

Velocity	2500	Acceleration	3200
Duration	22	Lock Time	0.75
Lock Range	18,000	Damage	520
Max Yaw	120	Refire Delay	2.0
Max Pitch	120	Spoof %	25

Turreted Image-Recognition

These turrets are only features of capital ships. They fire essentially unlimited numbers of Image-Recognition missiles, but there is a lengthy refire delay of at least 20 seconds between shots.

Velocity	2100	Acceleration	2800
Duration	8	Lock Time	1.0
Lock Range	6,000	Damage	180
Max Yaw	80	Refire Delay	varies
Max Pitch	90	Spoof %	35



HARM

AKA Turret-killer, this is a guided fire-and-forget missile that locks onto a radar emitting source, such as a turret or comm dish. It is an all-aspect missile carried by the bigger combat ships, usually for Wild Weasel runs.



<i>Velocity</i>	2000	<i>Acceleration</i>	1200
<i>Duration</i>	6	<i>Lock Time</i>	1.5
<i>Lock Range</i>	9000	<i>Damage</i>	600
<i>Max Yaw</i>	50	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	50	<i>Spoof %</i>	n.a.

Long-Range HARM

A Long Range HARM missile is a good way to introduce yourself to an enemy capital ship. You don't have to be too close, and it just might weaken the cap ship's weapon or comm turrets. It's a good way to kill a few seconds if you find a moment to yourself during combat.

<i>Velocity</i>	2000	<i>Acceleration</i>	1200
<i>Duration</i>	10	<i>Lock Time</i>	2.0
<i>Lock Range</i>	18,000	<i>Damage</i>	800
<i>Max Yaw</i>	70	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	70	<i>Spoof %</i>	n.a.

Enhanced Long-Range HARM

As could be expected, this is the same as the Long Range HARM, only better. If this lands on a weak spot, you could conceivably win the battle without every having to close-dance.

<i>Velocity</i>	2000	<i>Acceleration</i>	2200
<i>Duration</i>	10	<i>Lock Time</i>	1.5
<i>Lock Range</i>	18,000	<i>Damage</i>	1200
<i>Max Yaw</i>	70	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	70	<i>Spoof %</i>	n.a.



Light Torpedo

This is a lighter version of the standard Torpedo. The Light Torpedo is used primarily against smaller capital ships such as corvettes and destroyers, but is too weak to put much of a dent in a carrier, cruiser or dreadnought.



They cannot lock onto fighters.

<i>Velocity</i>	1600	<i>Acceleration</i>	900
<i>Duration</i>	12	<i>Lock Time</i>	6.0
<i>Lock Range</i>	12,000	<i>Damage</i>	800
<i>Max Yaw</i>	20	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	20	<i>Spoof %</i>	50

Enhanced Light Torpedo

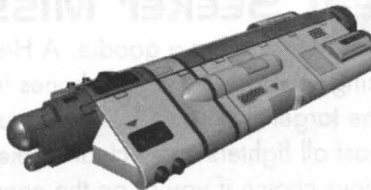
As the course of the war effort goes on, the quality of the munitions tends to improve. This is a do-or-die situation, and the ordnance designers work around the clock to find ways to improve on the technology we already have. This is one of those cases. The Enhanced Light Torpedo is in the same small package that the old Light Torpedo had, but it carries a bigger kick.

<i>Velocity</i>	1800	<i>Acceleration</i>	900
<i>Duration</i>	16	<i>Lock Time</i>	5.0
<i>Lock Range</i>	18,000	<i>Damage</i>	1000
<i>Max Yaw</i>	30	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	30	<i>Spoof %</i>	40



Torpedo

Still one of the biggest bangs for the buck, the modern nuclear Torpedo is designed to be more effective against the Alien spacecraft than previous versions. It should be used against the biggest of the big, and only when you're fairly sure an enemy fighter won't pick it off on its way in.



Velocity	1200	Acceleration	600
Duration	18	Lock Time	12
Lock Range	18,000	Damage	1600
Max Yaw	20	Refire Delay	5.0
Max Pitch	20	Spoof %	50

Enhanced Torpedo

This is pretty much the same story as the Enhanced Light Torpedo: same package, bigger kick. The amount of damage that the Enhanced Torpedo can deliver can destroy an enemy cap ship ... or a friendly one for that matter.

Velocity	1800	Acceleration	700
Duration	20	Lock Time	10
Lock Range	22,000	Damage	2000
Max Yaw	35	Refire Delay	2.0
Max Pitch	35	Spoof %	50



Heat Seeker Missile

This is an oldie but a goodie. A Heat Seeker is a locking, guided missile that hones in on the exhaust of the target ship, and thus is rear-aspect only. Almost all fighters carry Heat Seekers, and it's the obvious choice if you're on the enemy's tail but can't quite catch up.



<i>Velocity</i>	2800	<i>Acceleration</i>	3200
<i>Duration</i>	10	<i>Lock Time</i>	0.8
<i>Lock Range</i>	8000	<i>Damage</i>	400
<i>Max Yaw</i>	160	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	140	<i>Spoof %</i>	50

Dumbfire Missile

This is more of a rocket than a missile. A Dumbfire has no lock, but just heads off in the direction that it was launched. If it hits something, it explodes, causing a formidable amount of damage. All the space that is taken up with lock and guidance systems on other munitions is packed full of explosives on a Dumbfire. It is best used against big and slow targets, such as transports, corvettes or destroyers.



<i>Velocity</i>	3000	<i>Acceleration</i>	3000
<i>Duration</i>	5	<i>Lock Time</i>	n.a.
<i>Lock Range</i>	n.a.	<i>Damage</i>	800
<i>Max Yaw</i>	n.a.	<i>Refire Delay</i>	1.0
<i>Max Pitch</i>	n.a.	<i>Spoof %</i>	n.a.



Rocket Pod

This is a small, fast Dumbfire-type unguided rocket. It's best against slow-moving targets like bombers and transports, but not much good against a real cap ship. Each one does less damage than a Dumbfire, have a much faster refire rate.



<i>Velocity</i>	3200	<i>Acceleration</i>	3200
<i>Duration</i>	3	<i>Lock Time</i>	n.a.
<i>Lock Range</i>	n.a.	<i>Damage</i>	100
<i>Max Yaw</i>	n.a.	<i>Refire Delay</i>	0.35
<i>Max Pitch</i>	n.a.	<i>Spoof %</i>	n.a.

Swarmer Pod

This is similar to the Rocket Pod, but has tracking ability. Seven missiles launch at once from each pod, and they are not affected by decoys. The unfortunate corollary to this is that the pilot must maintain a lock on the target until the missiles impact. It is best when used in heavy combat situations.



Statistics for each individual missile are as follows:

<i>Velocity</i>	3000	<i>Acceleration</i>	4100
<i>Duration</i>	8	<i>Lock Time</i>	1.0
<i>Lock Range</i>	5000	<i>Damage</i>	150
<i>Max Yaw</i>	80	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	80	<i>Spoof %</i>	n.a.



Tracker

The Tracker is an ace in the hole for intense combat. It is launched like a Dumbfire, but after about 3 seconds it splits into four Friend or Foe missiles, dispersing and locking onto whatever enemy ships might be in proximity. It is best used in hot combat, when you need to concentrate on saving your skin against greater odds.



Statistics for each of the five Friend or Foe missiles produced by the split:

<i>Velocity</i>	1800	<i>Acceleration</i>	2100
<i>Duration</i>	16	<i>Lock Time</i>	n.a.
<i>Lock Range</i>	n.a.	<i>Damage</i>	280
<i>Max Yaw</i>	90	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	90	<i>Spoof %</i>	60

Confederation Targeting Disk

The disk is not a weapon in its own right, but is rather a homing beacon for powerful torpedoes launched by heavier ships. The disk itself is carried by a fast fighter, in order to get close enough to the enemy capital ship. Once in proximity, the fighter launches the disk, which (in theory) slips by the cap ship's shields and latches onto the hull.

<i>Velocity</i>	1000	<i>Acceleration</i>	600
<i>Duration</i>	20	<i>Lock Time</i>	20
<i>Lock Range</i>	6000	<i>Damage</i>	200
<i>Max Yaw</i>	20	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	20	<i>Spoof %</i>	50



Alien Missiles

Charybdis Mine

It doesn't look the same, but the concept is similar to a Confederation Mine — Alien ships drop one in these in an enemy's flight path in hopes that the enemy will blunder into it.

<i>Velocity</i>	170	<i>Acceleration</i>	600
<i>Duration</i>	360	<i>Lock Time</i>	n.a.
<i>Lock Range</i>	5000	<i>Damage</i>	520
<i>Max Yaw</i>	55	<i>Refire Delay</i>	1.0
<i>Max Pitch</i>	55	<i>Spoof %</i>	50

Cerberus Missile

It has been noted by Confederation pilots (who have kept a hopeful watch) that Aliens don't destroy their own kind in battle. This implies that their missiles have at the very least the ability to differentiate a Terran ship from one of their own. Their Cerebus missiles seem to use only this basic "friend-or-foe" technology. It is perhaps because this technology is so simple that it has been remarkably fool-proof — so far Terran attempts to fool these missiles have failed.

<i>Velocity</i>	2100	<i>Acceleration</i>	2300
<i>Duration</i>	8	<i>Lock Time</i>	n.a.
<i>Lock Range</i>	18,000	<i>Damage</i>	280
<i>Max Yaw</i>	95	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	100	<i>Spoof %</i>	65

Hades Missile

The Alien anti-radiation missile, the Hades is essentially the same as the Confed HARM.

<i>Velocity</i>	2500	<i>Acceleration</i>	2500
<i>Duration</i>	12	<i>Lock Time</i>	1.0
<i>Lock Range</i>	8000	<i>Damage</i>	900
<i>Max Yaw</i>	115	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	115	<i>Spoof %</i>	55



Medusa Missile

It is suspected that these missiles use technology similar to the Confederation Image Recognition missile, for, as with IR's, an Alien Medusa remains resolutely locked on one target once it is fired. Current Terran decoys seem relatively effective on these missiles.

<i>Velocity</i>	2200	<i>Acceleration</i>	2500
<i>Duration</i>	12	<i>Lock Time</i>	1.0
<i>Lock Range</i>	8000	<i>Damage</i>	400
<i>Max Yaw</i>	115	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	115	<i>Spoof %</i>	55

Turreted Medusa Missile

As with Confed turreted Image-Recognition, the Aliens have a turreted Medusa Missile on many cap ships. These fire a seemingly unending supply of Medusa missiles, and the refire delay between successive volleys is known to be at least 20 seconds.

<i>Velocity</i>	2200	<i>Acceleration</i>	2500
<i>Duration</i>	7	<i>Lock Time</i>	2.0
<i>Lock Range</i>	6000	<i>Damage</i>	250
<i>Max Yaw</i>	90	<i>Refire Delay</i>	20+
<i>Max Pitch</i>	90	<i>Spoof %</i>	55

Proteus Missile

This is the Alien misdirection weapon. It launches as a unguided missile heading nowhere in particular, then suddenly splits into three friend-or-foe-type missiles after a few seconds. This weapon can turn a friendly free-for-all into a bloodbath with very little warning.

Estimated statistics for each friend-or-foe-type missile spawned by the dumbfire:

<i>Velocity</i>	2100	<i>Acceleration</i>	2300
<i>Duration</i>	9	<i>Lock Time</i>	n.a.
<i>Lock Range</i>	18,000	<i>Damage</i>	280
<i>Max Yaw</i>	95	<i>Refire Delay</i>	2.0
<i>Max Pitch</i>	100	<i>Spoof %</i>	65



Poseidon Torpedo

It does sometime seem that anything the Confederation can do, the Aliens do better. The Poseidon Torpedo is similar to the Terran Tracker missile, except where the Tracker missile breaks into six smaller missiles, this one spawns seven. Each individual missile then tracks its own target, where possible. This torpedo seems to be favored by the cluster ships.

Statistics for individual missiles spawned by the Tracker:

Velocity	1200	Acceleration	700
Duration	18	Lock Time	8.0
Lock Range	18,000	Damage	2300
Max Yaw	25	Refire Delay	2.0
Max Pitch	25	Spoof %	50

Scylla Mine Clusters

These Aliens seem to truly espouse the theory of safety in numbers, even when it comes to weapons. Terran pilots have noted that some of the "swarm" ships launch a number of these Scylla mine clusters, which split into five separate mines within a couple of seconds. The individual mines must be "armed" in some way during the breakup of the cluster.

Statistics for individual mines spawned by the cluster:

Velocity	170	Acceleration	600
Duration	16 hours	Lock Time	n.a.
Lock Range	4000	Damage	820
Max Yaw	55	Refire Delay	2.0
Max Pitch	55	Spoof %	50



POWER AND SHIELDS

The pop-up VDUs on the HUD make it possible to allocate power between your shields, guns and engines, and also to strengthen your shields in the front or rear. These options should not be used lightly. Any time you strengthen one system you weaken another, and that can get you in a great deal of trouble very quickly, if used carelessly. However, if these options are applied with skill, subtlety and forethought they can allow you to customize your fighting style to a remarkable extent.

Power

If you're going to divert power away from anything, make it your engines. You do not want to weaken your shields, and you definitely do not want to cut your rate of fire. You can, however, trim a bit off your top speed and still get through a battle at full effectiveness, if you make intelligent and proficient use of your afterburners. It's even possible (though not recommended) to take all the power away from your engines and maneuver on afterburners alone. However, afterburner fuel is a finite resource, and will give out on you eventually. Murphy's law tells us that it will give out right when you need it most.

The few testers who regularly use the Power VDU usually skim a bit off of engines and use it to inflate guns a bit. Experiment with this. Switch to the single most powerful gun in your fighter, then pump the gun energy a bit and see what it does to your rate of fire. In some ships, you can get an almost continuous rate of fire from weapons that are only slightly less potent than the ship's Full Guns. One popular opportunity to use this tactic is for the Tachyon cannons of the Panther and Vampire.

Shields

Monkeying around with your shield allocation is even less recommended than fiddling with your power systems. The enemy is simply too fast and too smart to pump protection to one facing by reducing it to another. The enemy will find your weak spot, every time.

It may be tempting to put all your shields to front at the start of the battle while the enemy is approaching *en masse*, and then try to even them out as the forces meet. If you can make this work, more power to you (no pun intended), but it's not recommended. If you have your shields cranked in the front, you can't take evasive action against a missile lock, because that would expose your tail. And evading incoming missiles with decoys and afterburners is definitely preferable to trying to soak them into extra-powered shields. Don't even try fiddling with your shields in a dogfight. That is simply one more thing that you do not want to have on your mind in combat.



The one time manipulating the shields power is appropriate is on turret or torpedo runs. Put all your shields to the front on the approach, and full shields to the rear on your withdrawal. This is a common-sense tactic that can greatly enhance your survivability against cap ships. It should go without saying, of course, that this should only be used when there's absolutely no chance of an enemy escort fighter getting on your six during the approach.

COMBAT DOCTRINE

Confederation, Kilrathi and Alien squadrons all follow the same basic combat doctrine:

Interceptors (Wasps and Squids) provide point defense for capital ships. They're launched at the first threat of danger, boost out to intercept any attackers, then dump their boosters to give them more maneuverability.

Other **Fighters** protect bombers, clearing a path through the interceptors and other defenses. They also eliminate turrets and soften up targets for the bombers' heavy strokes. Their first priorities are enemy fighters and bombers, then turrets, then shield emitters (in Confederation doctrine).

Bombers carry the heavy ordnance needed to penetrate the toughest cap ship shells. Their first priorities are shield emitters (if any), then cap ship weak points, then enemy bombers and fighters.

Individual pilots rejoin their wing commander when they have finished their assigned task. Wing commanders form up with the flight commander when their wing's tasks are completed.

Of course, you can override any of this for those wings that report to you.



DAMAGE

Fighter/Bomber

Core Damage

All fighters and bombers have shields and armor. Shields can regenerate — when a shield takes damage, it usually recovers to full strength after a few seconds. Armor does not regenerate — armor damage is permanent (at least until the craft returns for repairs).

To actually damage the fighter itself, you must penetrate both its shield and its armor on at least one side. The front and the rear of the fighter each have a shield; each shield protects half of the fighter. By default, the two shields are roughly equivalent to each other in strength (although you can adjust this balance with a pop-up window while in the cockpit).

Armor is allocated to four ship facings — front, rear, left and right. When all the armor on one facing is destroyed, any further damage to that facing (damage that isn't absorbed by shields) is taken by the ship's "core." The Core Damage Points are listed in each fighter description. When the core is destroyed, the ship dies.

System Damage

There are four systems that can be damaged on a fighter — afterburners, shields, guns and radar. A system won't be affected unless a shot penetrates the shield and damages the armor. If the craft's armor is damaged, the chance that afterburners, shields, guns or radar are also damaged is roughly equivalent to the amount of armor that has been stripped away. If the armor on a side is half gone, there is about a 50% chance that a system on that side is also damaged. If the armor is all gone, there is a 100% chance that the system takes damage. No system can be completely destroyed, but the effectiveness of each system can be dramatically reduced.

Afterburners can be damaged when your ship's rear armor is hit. As the afterburners take more damage, they become more intermittent. For example, if you hold down the afterburner key on a ship with damaged afterburners, you'll notice your Set Speed flickering between full afterburn speed and the normal throttle setting (reflecting the sputtering afterburners). At worst, your afterburners only fire about one time in twenty.

Shield regenerators can be damaged when your armor is hit on either side. As the regenerators take more damage, the shield recharge rate decreases, and it takes longer for shield strength to recover from a hit. At worst, your shields take 20 times as long to recharge.

Guns can be damaged when your ship's front armor is hit. As your guns take more damage, the firing mechanism becomes more intermittent. If you press the trigger to fire a damaged gun system, there is a chance that the gun will not fire even though there may be enough energy in the gun pool. At worst, guns fail to fire half the time.



Radar can also take damage when your ship's front armor is hit. As the radar takes more damage, the radar display on the cockpit HUD will flicker. The more damage, the more frequently the radar HUD is not visible. At worst, your radar is only visible about 5% of the time.

When a front system takes damage, it is even odds whether the guns or radar are hit.

Capital Ships

In general, capital ships are too strong to be destroyed. It's a good thing they have weak points. For the purposes of the fighters and bombers you fly in *Wing Commander: Prophecy*, a cap ship's shields and armor are too tough to penetrate. It can only be hurt by hitting its more vulnerable, exposed points.

Therefore, the descriptions of capital ships in this book don't list each ship's shields and armor. Only the strength of a few exposed weak points are listed. And unfortunately for any attacking fighters, only a couple of these (the bridges and engines) are crucial to the cap ship. When a cap ship's bridge and engine(s) are destroyed, the cap ship is dead.

Even a cap ship's weakest points aren't unprotected. In fact, only torpedoes or Plasma guns can damage a bridge, engine, hangar, launcher or cargo box — all other weapons are too ineffective. (The attentive wing commander will have noticed that only a few ships can carry a torpedo or plasma guns. That means that only those ships can kill a cap ship.)

What can a fighter (not a bomber) do against a cap ship? Quite a lot, actually. Fighters must forge a path for bombers, making sure the bombers can get within range to unload their ordnance. They do this in two ways — by clearing the screen of fighters that are defending the cap ship, and by destroying the cap ship's turrets and shield emitters.

Shield Emitters

One of the Aliens' most clever technological innovations is the shield emitter. A shield emitter provides a localized, powerful shield guarding a specific location. This shield is so strong that the emitter must be removed before the location it is guarding (bridge, engine, or whatever) can be touched. While most fighters can't harm a cap ship's bridge or engine directly, they can take out the shield emitter so that Torpedoes and Plasma guns can finish the job.

Available Weapons

As mentioned above, only torpedoes (including light torpedoes) and plasma weapons (but not the Light Plasma) can damage a cap ship weak point.

Cap-ship turrets and shield emitters can be hit by anything that doesn't require a target. Torpedoes, Image-Recognition, Heat Seeker and Friend or Foe missiles can't be fired at a specific cap-ship component. All other missiles (Rocket Pods, Mines, and HARM and Dumbfire missiles), plus all mounted guns, can damage turrets and emitters.



PILOT STATS

All pilots are rated in five categories, some of which are more important than others. The most important are Flying and Gunnery levels. For each category, there is a rating between 1 and 5. In all cases, 1 is low and 5 is high. The five categories are:

Loyalty. This is a measure of how likely the pilot is to obey an order. A pilot with Loyalty 1 will often disregard or deliberately disobey an order, especially if he or she decides there's a better way to do it. A pilot with Loyalty 5 will never disobey, even if it means (for example) flying in an ordered formation will cause a head-on collision.

Verbosity. This is the least important stat. It is a measure of how communicative the pilot is (if you want to look at it positively) or how much the pilot will chatter (if you take a more negative perspective).

Flying. This is a measure of how well the pilot can maneuver, within the limits of his or her craft. A pilot with Flying 5 can take the fighter to its limits. A pilot with Flying 1 demands much less of the fighter, taking almost twice as long to execute turns and rolls.

Gunnery. A pilot with Gunnery 1 is about 80% as effective as a pilot with Gunnery 5. All shots are affected by the target's distance, speed, maneuverability and size, so no one will score with every shot, but a Gunnery 1 pilot will only match a Gunnery 5 pilot four times in five.

Ejection. A pilot with Ejection 1 is likely to eject as soon as his or her craft takes significant damage. A pilot with Ejection 5 will never eject. (All Kilrathi and Alien pilots have Ejection 5, whether they like it or not — their fighters are not equipped with ejection seats!)

Confederation and Kilrathi Cap Ship Pilots

Loyalty	3
Verbosity	3
Flying	3
Gunnery	3
Ejection	5

Kilrathi Ace Pilots

Loyalty	3	2	2
Verbosity	3	3	5
Flying	5	4	4
Gunnery	5	5	4
Ejection	5	5	5



Other Kilrathi Fighter Pilots

Loyalty	1	3	3	3	4
Verbosity	5	3	4	4	4
Flying	2	3	4	2	4
Gunnery	2	3	2	4	4
Ejection	5	5	5	5	5

Alien Ace Pilots

Loyalty	3	3	4	4	4	5	5
Verbosity	3	4	2	1	4	5	4
Flying	3	4	3	5	4	5	4
Gunnery	4	3	5	3	4	4	5
Ejection	5	5	5	5	5	5	5

Other Alien Fighter Pilots

Loyalty	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	
Verbosity	2	2	3	2	4	3	5	3	4	3	1	4	4	3	3	5	2	1
Flying	3	2	4	1	2	1	3	2	3	3	4	2	4	4	5	5	1	5
Gunnery	2	3	3	1	2	3	1	3	2	3	2	4	4	5	4	1	5	5
Ejection	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5	5

Pilots to the left side of the above list tend to appear in earlier missions; pilots at the end of the list tend to appear in later missions.

Alien Cap Ship Pilots

Loyalty	5
Verbosity	3
Flying	3
Gunnery	3
Ejection	5



MISSION RATING

You are rated on how well you flew at the conclusion of each mission. This is a percentage rating, taking into account how well you executed your mission objectives (including overall, wing and bonus objectives), how much damage you sustained, and how accurately you fired.

If you accomplished all your objectives, escaped with no permanent damage (shield damage doesn't count), and hit something with every pull of the trigger, you rate 100%. If you accomplished no objectives, your fighter is totally destroyed, and you hit nothing, you rate 0%. On most missions, your rating will fall somewhere between those two extremes.

Note that some missions have several objectives and, in a few cases, not all objectives are obvious. Every objective, whether overall, wing or bonus, whether fully known or obscure, counts toward your rating. On some missions, a lower-than-expected rating will be the clue that you want to re-fly the mission, to search out something you missed the first time around. (Of course, you can also find all mission objectives listed under the individual mission descriptions in the second half of this book.)

Mission ratings are solely for your own uses. They don't affect how the other crewmen react to you, they aren't cumulative, and they are recorded where only you can review them. The History Terminal records the best rating you've received for each mission (categorized by callsign). If you do poorly in a mission and then re-fly it, only the best score is stored in the History Terminal.

Calculating Your Rating

Objective Ratio (65%)

Most objectives are all or nothing — either you accomplish your objective or you don't. For example, "eliminate cruisers" requires you to eliminate all the cruisers. If you do, you've accomplished this objective. If you don't, you've failed. In these cases, you score either 100% (for a success) or 0% (for a failure). There's nothing in between. Other similar objectives include "eliminate ship killer," "defend Midway" and "test new missile."

Other objectives give you a percentage to aim for; for example, "eliminate 66% of enemy fighters." However, in these cases, your score isn't all or nothing — your percentage score is equal to the percentage of fighters you eliminated. If you took out 40% of them, you score 40%. If you took out 66% of them, you score 66%. If you took out 80% of them, your score is 80%. Only if you kill all the enemy fighters will you score 100% for this type of objective. Nearly all objectives of this type are "eliminate XX% of enemy fighters." Three examples of overall objective ratios are given on the next page.



a) <i>Objective Rating</i> (elim. 66% of fighters) 50%	<i>Objective Rating</i> (defend Midway) 100%		<i>Overall Objective Rating</i> (Average of both) 75%
b) <i>Objective Rating</i> (elim. 50% of fighters) 40%	<i>Objective Rating</i> (test new missile) 100%	<i>Objective Rating</i> (elim. cruisers) 100%	<i>Overall Objective Rating</i> (Average of all three) 80%
c) <i>Objective Rating</i> (elim. ship killer) 0%			<i>Overall Objective Rating</i> 0%

Damage Ratio (20%)

The damage part of the calculation is easy. How many armor and core damage points did you begin with? How many did you return with? That ratio (final points/initial points) is your damage ratio. For example, if you took no damage, the ratio is 100%. If half your armor and core damage points were destroyed, the ratio is 50%.

Missile Accuracy (10%) & Gun Accuracy (5%)

Missile and gun accuracy calculations are even easier. How many missiles did you fire? (Each rocket from a pod counts as a single missile.) How many hit? That ratio (hits/total) is your missile accuracy ratio. Similarly, your gun accuracy ratio is hits/total rounds fired.

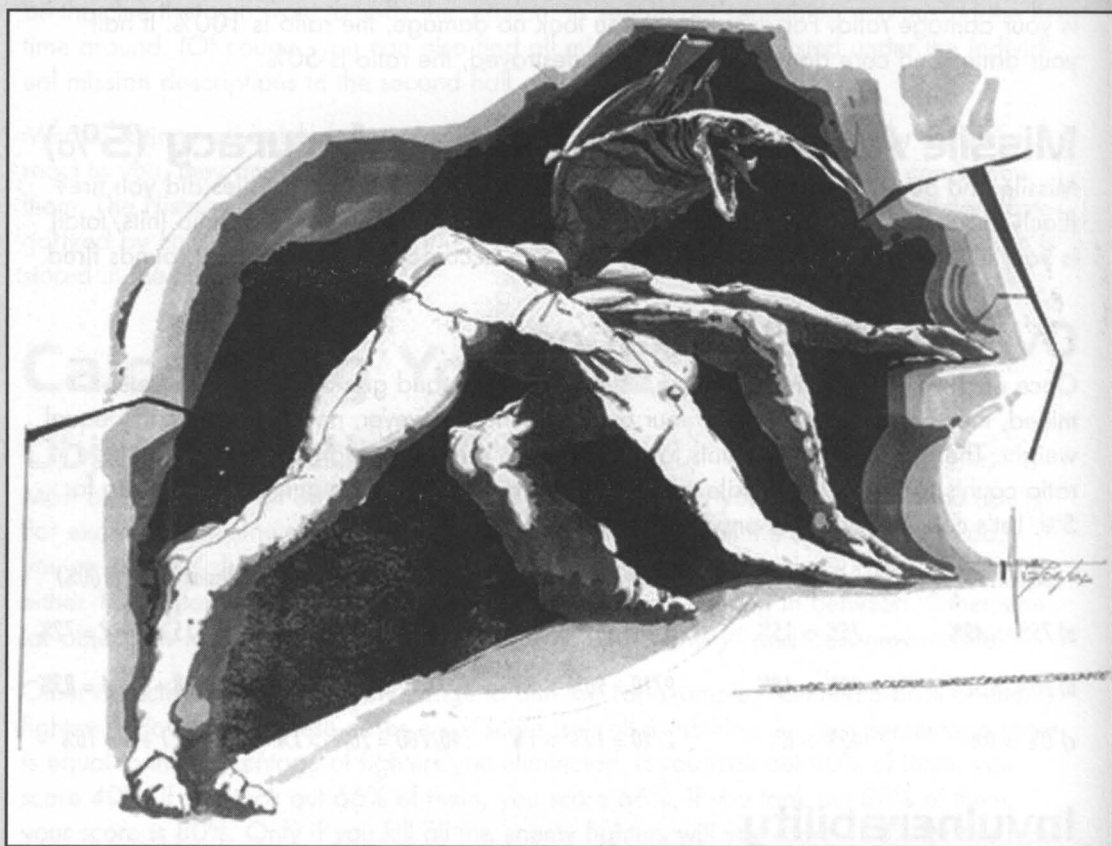
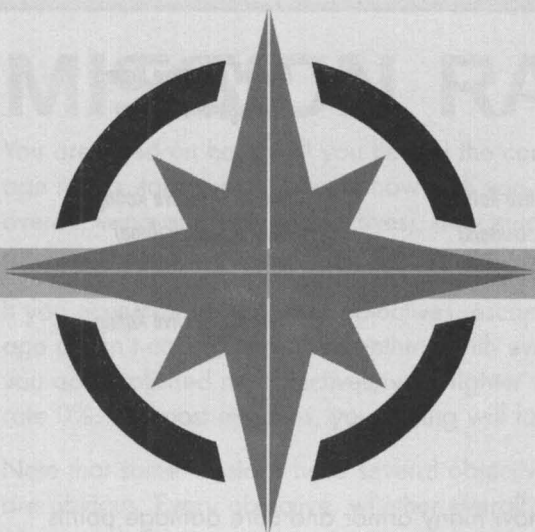
Overall Mission Rating

Once each ratio (objective, damage, missile accuracy and gun accuracy) are determined, they are averaged to get your overall rating. However, not all factors carry equal weight. The objective ratio counts for 65% of your overall mission rating. The damage ratio counts for 20%, the missile accuracy ratio for 10% and the gun accuracy ratio for 5%. Let's continue with our previous examples:

<i>Objective Ratio (65%)</i>	<i>Damage Ratio (20%)</i>	<i>Missile Accuracy (10%)</i>	<i>Gun Accuracy (5%)</i>	<i>Mission Rating (100%)</i>
a) 75% -> 49%	75% -> 15%	3/5 = 60% -> 6%	320/800 = 40% -> 2%	49 + 15 + 6 + 2 = 72%
b) 80% -> 52%	90% -> 18%	9/10 = 90% -> 9%	1000/1200 = 83% -> 4%	52 + 18 + 9 + 4 = 83%
c) 0% -> 0%	40% -> 8%	2/20 = 10% -> 1%	140/700 = 20% -> 1%	0 + 8 + 1 + 1 = 10%

Invulnerability

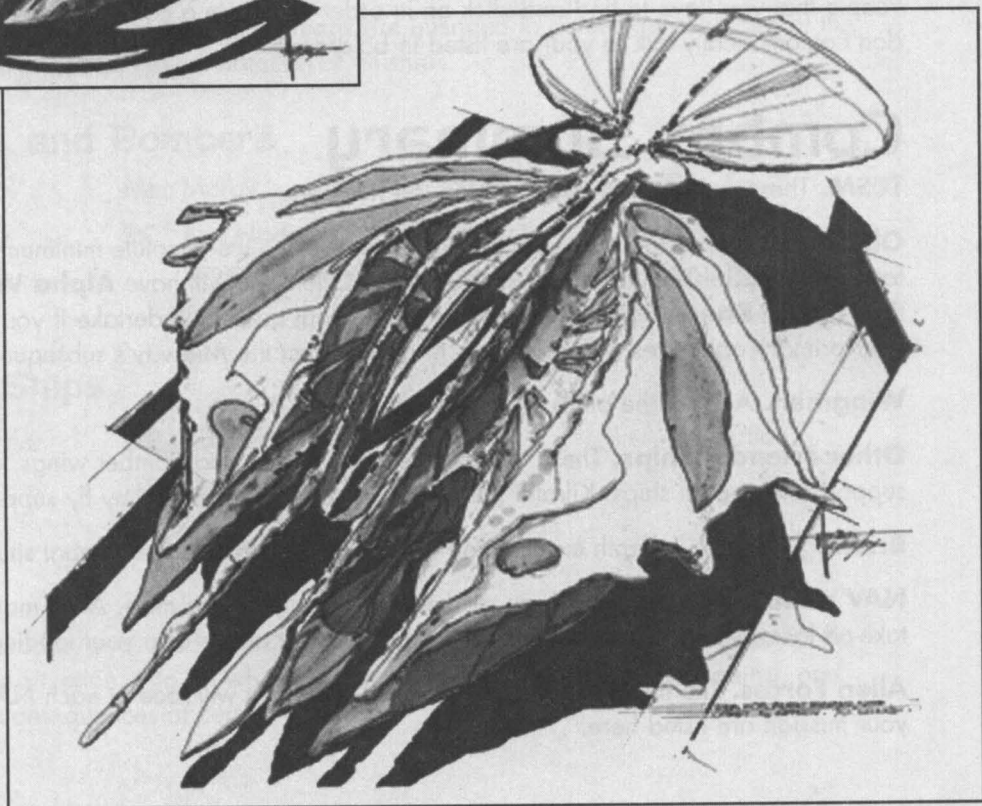
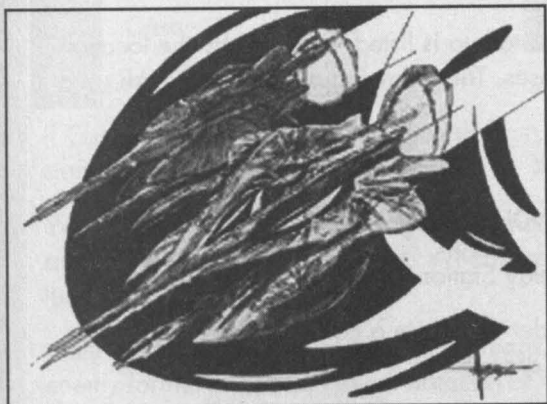
Flying with INVULNERABILITY ON won't reduce your mission rating. However, any mission during which you activated INVULNERABILITY will be so noted in the rating for that mission.



Original concept art by Syd Mead.



Missions





MISSION INTRODUCTION

This chapter provides details for every mission in *Wing Commander Prophecy*: the cinematic conversations that precede each mission; your objectives, wingmen and weapons; the Alien forces you face; the situation at key NAV points; and the results of success and failure.

Conversations

For each conversation, the (primary) person you talk to is listed, followed by the location where the conversation takes place in parentheses. The following abbreviations are used for locations:

On the Midway

FD Flight Deck **RR** Rec Room **RD** Ready Room

In Your Cockpit

CP Cockpit (VDU message)

Elsewhere

RS Confed Relay Station

People that you have to find and click on in order to initiate a conversation (those who don't automatically talk to you) are listed in boldface.

Combat Summary

TCSM. These are the Midway's mission log numbers.

Objective. This section lists your mission objectives — the absolute minimum you must focus on to successfully complete your mission. Often you will have **Alpha Wing** objectives and/or **Bonus** objectives; these are additional tasks to undertake if you complete your primary objectives, which may or may not affect the *Midway's* subsequent strategy.

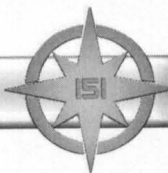
Wingmen. A list of the pilots in your wing.

Other Friendly Ships. These will include other fighter and bomber wings, as well as support and capital ships. Kilrathi pilots are listed as friendlies if they fly support wings.

Briefing. A more in-depth explanation of your objectives and the combat situation.










NAV points. Your nav points are marked numerically on this map. A 'T' marks your take-off location. For the most part, this is the *Midway* and is also your landing point.

Alien Forces. The number and types of Alien ships you will face at each NAV point on your mission are listed here.



NAV Point Maps

For NAV points with Alien activity that is not randomized, a map of the initial battle scene is provided. The following icons call out different features:

	Friendly Cap Ship		Enemy Cap Ship
	Friendly Fighter or Bomber		Enemy Fighter or Bomber
	Friendly Facility		Enemy Facility
	Casey		Multiple Enemies
	Multiple Friendlies		

If Casey's wingmen aren't far enough from him to warrant separate icons, then his icon stands also represents his wingmen.

Where an enemy icon represents only one ship, an abbreviation for the type of ship appears on the face of the icon. When one icon marks multiple ships of the same type, the abbreviation is underlined.

Note that these individual NAV point maps are intended to give a general idea of the enemy formation, not an exact notation of all ships.

Fighters and Bombers

Dv Devil Ray	Mr Moray	Sk Skate	Sq Squid
Lm Lamprey	RC Ray Node/ Remora Cluster	SB Skate-B	St Stingray
Mn Manta		SM Skate-M	SC Stingray Cluster
		ST Skate-T	

Capital Ships

BR Barracuda	KR Kraken	OR Orca	TR Triton
HY Hydra	LV Leviathan	TM Tiamat	

Notes

Advice gathered by seasoned pilots is given in this section, including strategies for the specific battle situation, info on what to expect from the ships you're up against, and some of the consequences of certain actions.



Winning and Losing

The path through these missions is fraught with danger — there are opportunities to blow it and lose the game entirely from the very beginning.

The game has eight series of missions on the “winning” path (B, C, D, E, F, G, H and I) and two series on the “losing” path (DL and L). A mission flowchart diagramming all of the missions in each of these series is on the next two pages.

In *Wing Commander: Prophecy*, unlike previous *Wing Commanders*, all branching of the “plot” is determined by your performance in the cockpit. In general, this means that near the end of each series, you will have to fly a mission that could cost you the game if you fail. However, in other missions along your path you alter the course of the conflict by winning (or failing) certain missions, taking out additional objectives, antagonizing the Kilrathi or simply choosing a certain ship. And in general, failure in missions makes the next few missions harder, although there are missions for which the consequences for winning and losing are the same.

Winning and Losing Endgames

We aren’t going to describe the winning endgame, as that would spoil all the fun. We will tell you it occurs after you win mission I6, marked by the “W” inside a white box on the mission flowchart. But you knew that.

As for losing endgames, they appear at the places marked by black boxes on the mission flowchart. The scene you see depends on what caused you to reach that point. In some cases, multiple scenes are displayed.

MIA

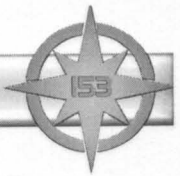
CAG/Anderson (BR) — Anderson’s been checking the MIA list, and when the CAG comes in, he informs her that you never returned from the mission. She’s shocked, as are your fellow pilots — they all thought you’d end up a hero, and now the war must go on without you.

Relay Station

The relay station has fallen in a grand display of Alien firepower, destroying all onboard. The CAG and Anderson attempt to reach you via the console radio, but fail as the scene fades to black.

Fallen Friend

Stiletto/Zero/Finley/Rachel (RR) — Your friends are lamenting your untimely death over a pitcher of ale, and your usual place at the table is conspicuously empty. As the compliments die down, Stiletto remarks that she would like to have known you better. After a silent toast, a scramble alarm sounds, and it’s back to business as usual ...



Midway Destroyed

An unidentified observer flies by the *Midway* in its death throes. The *Midway*'s shields are down and explosions crescendo into one final, life-ending flare.

Earth Overrun

A Ship Killer leads the massive Alien fleet into Earth's solar system and approaches Jupiter. In a single moment, the once-peaceful Confed headquarters is turned into a flaming moon by a single blast of the Aliens' plasma weapon. Leaving the wreckage to smolder, the fleet moves on toward the defenseless Earth.

Plasma Gun

You've failed to shut off the Aliens' wormhole entrance, and now it's too late to stop the onslaught. Ship after ship starts pouring through the artificial portal, bound for our solar system.

Rachel/Finley (EN) — As the fleet approaches, Rachel and Finley realize that the only chance left is to fire the *Midway*'s Plasma gun a second time. Although this is nearly sure to destroy the carrier, it's the only hope left for mankind ...

The guns slowly warm up, and the hum grows louder and louder. As Finley readies the console, you see an exterior view of the *Midway*. It glows brighter and brighter, but instead of firing a plasma ball, the carrier is electrified and bursts into a cloud of flaming metal and plasma. A blast wave emanates from the former carrier, but it's not enough to stop the fleet.

Midway Swarmed

The wormhole is open, and the alien fleet is moving in. The *Midway* is the only Confed carrier around, and its small force of fighters is no match for the heavy weapons it faces. In mere moments, the *Midway* is surrounded and fired upon for the last time.

Capital Ship Repair (or Not)

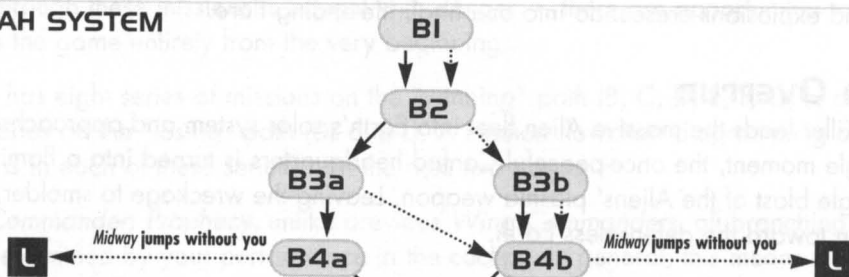
In general, capital ships that take damage are not repaired. If you destroy a shield emitter in one mission, it will still be destroyed the next time you see that ship. Note that in some cases, a damaged capital ship will be replaced by an undamaged ship of the same class between missions — don't assume you're facing a weakened opponent until you know for sure.

The *Midway* does get repaired from time to time, usually when it arrives in a new system.

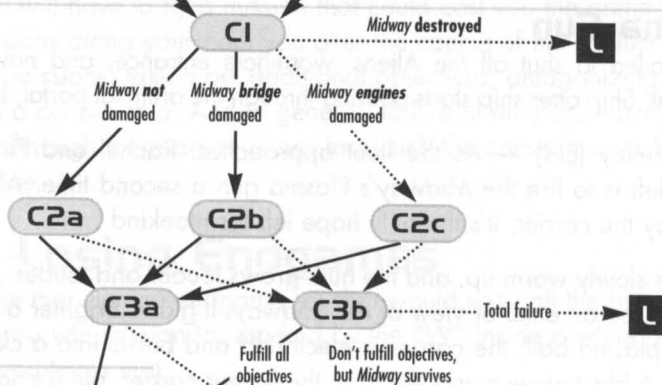


Mission Flowchart

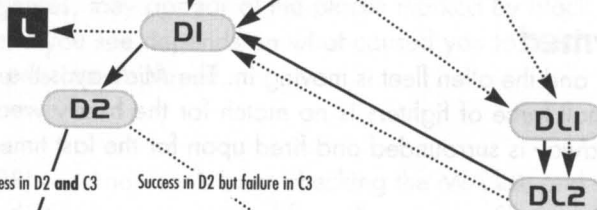
H'REKKAH SYSTEM



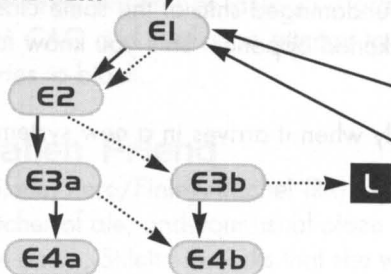
G'WRISS SYSTEM



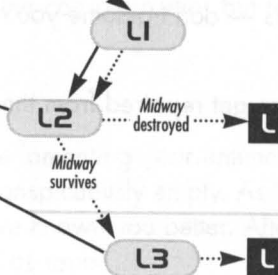
H'HRASS SYSTEM



T'LAN METH SYSTEM



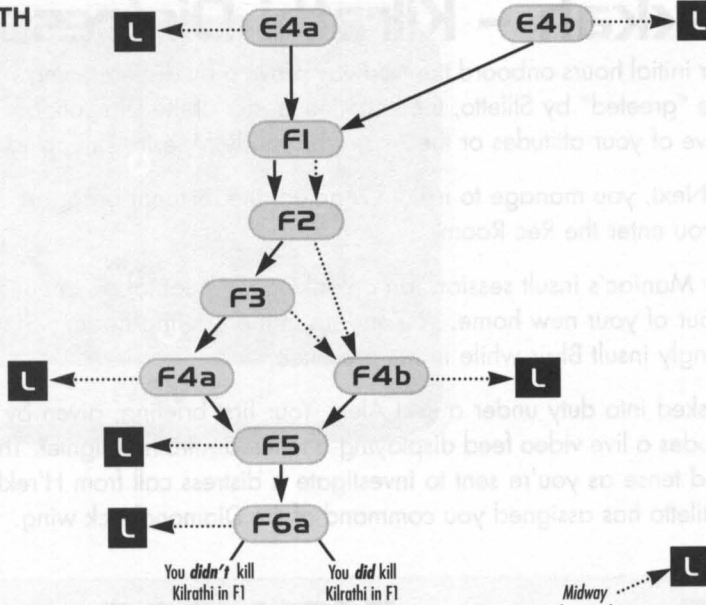
HELLESPONT SYSTEM



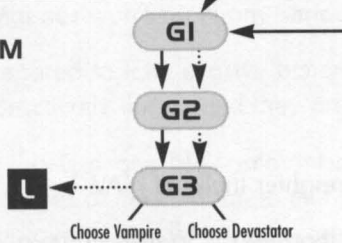
ALCOR SYSTEM



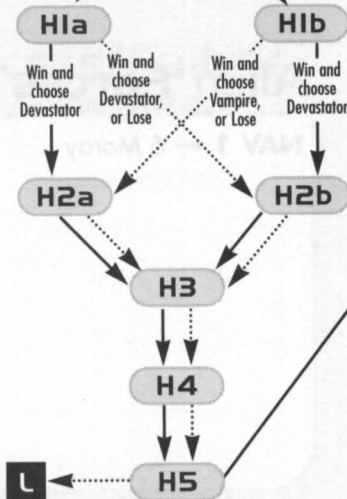
T'LAN METH SYSTEM



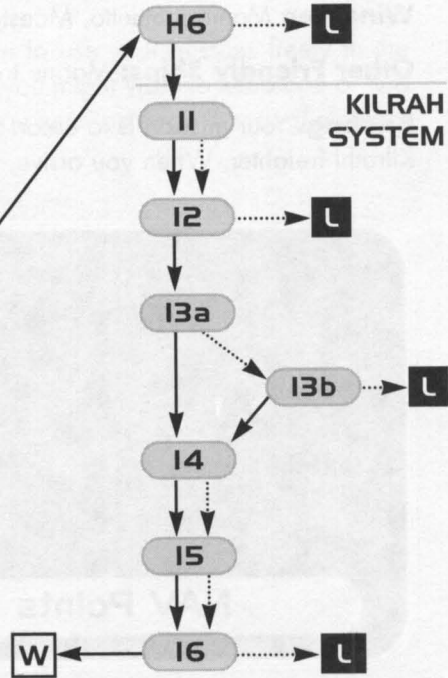
G'MAR SYSTEM



HRISSITH SYSTEM



KILRAH SYSTEM





BI: H'rekkah – Kilrathi Distress Call

Stiletto (FD) — Your initial hours onboard the *Midway* prove a bit disheartening. You and your buddy *Maestro* are “greeted” by *Stiletto*, the hard-line leader of the *Diamondback* squadron. She doesn’t approve of your attitudes or the *Altairian* brandy *Maestro* smuggled onboard.

Maniac (RR) — Next, you manage to irritate *Maniac*, the resident braggart. You run into him the first time you enter the *Rec Room*.

Zero (RR) — After *Maniac*’s insult session, an onlooking vet pilot takes you under his wing and gives you a tour of your new home. You end up in the *Briefing Room*, where you meet *Dallas* and unwittingly insult *Blair* while in his presence.

Finally, you’re whisked into duty under a *Red Alert*. Your first briefing, given by the captain and the *CAG*, includes a live video feed displaying a tattered *Kilrathi* freighter. The rest of the briefing is brief and tense as you’re sent to investigate a distress call from *H’rekkah System*. To your surprise, *Stiletto* has assigned you command of the *Diamondback* wing.

Combat Summary — TCSM 100.8

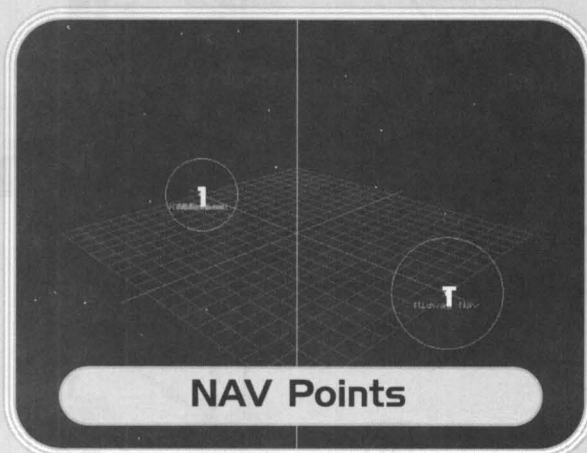
Objective Escort and defend *Dekker*

Your Ship *Piranha*

Wingmen *Maniac*, *Stiletto*, *Maestro*, +1

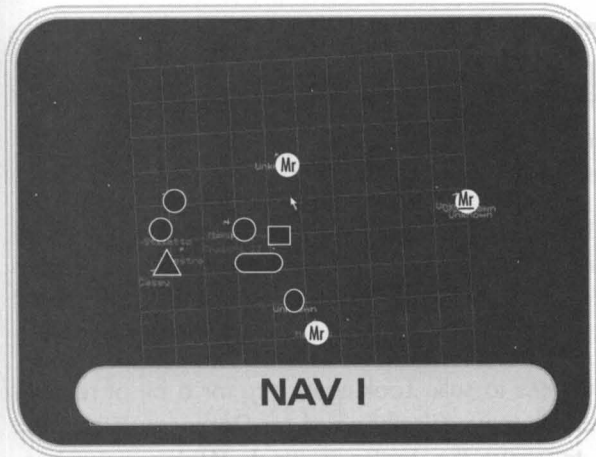
Other Friendly Ships: *Marine transport*, *Kilrathi freighter (hulk)* at *NAV 1*

Briefing. Your mission is to escort a transport full of marines out to investigate a wrecked *Kilrathi* freighter. When you arrive, you’re jumped by six small fighters of unknown type.



Alien Forces

NAV 1 — 6 *Moray*



Notes

- ⊗ This is a simple, introductory skirmish.
- ⊗ The Marines won't be in any serious danger as long as you keep the enemy occupied.
- ⊗ Be prepared to take evasive action right away — the enemy will have you in a target lock practically the second they are identified.
- ⊗ Since this is a one NAV-point mission, don't hesitate to use your missiles freely in the early stages of the combat, to thin the enemy ranks (you might want to keep one or two of your favorite missile types in reserve, just in case you need an edge in a dogfight later in the combat).

Success/Failure

Success / Failure go to B2.



B2: H'rekkah — Black Widow Rescue

Rachel (FD) — After you return from your first flight, you run into Rachel, who, in a few not-so-kind words, directs you to the stat station and decontamination chamber.

Zero/Dallas/Maestro (RR) — The first three pilots are involved in a nervous discussion about the previous mission. No one expected to see live ammo this time out, and Dallas in particular is quite upset over the matter of the dead Kilrathi found aboard the destroyed freighter. Zero and Maestro are playing up to Dallas' anxiety.

Hawk (RR) — Hawk enters as Dallas continues to sulk. Looking to him for a bit of reassurance, you hear the first mention of Kn'thrak — the Kilrathi word for Darkness, Void, Evil. Almost immediately, you're scrambled to assist the battered Black Widow squadron.

Maniac is among the assisted, although he offers no real words of thanks afterward.

Combat Summary — TCSM IOI.I

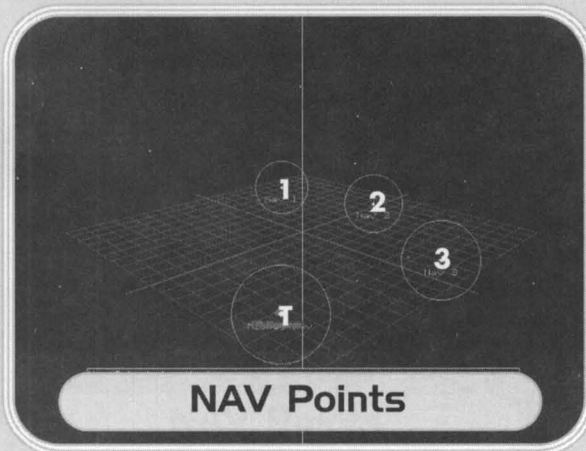
Objective Locate and escort Black Widows

Your Ship Tigershark

Wingmen Stiletto, Maestro

Other Friendly Ships 4 Panthers at NAV 1 (Maniac, +3)

Briefing. A wing of hot-shot pilots from the Black Widows has gotten themselves into a fire fight where they can barely hold their own. Your job is to go in and cut them loose.

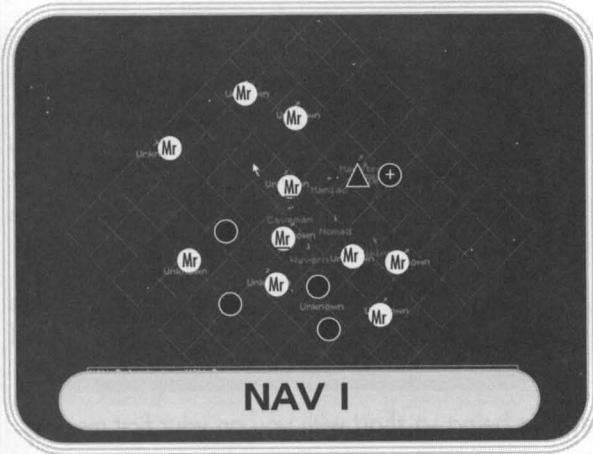


Alien Forces

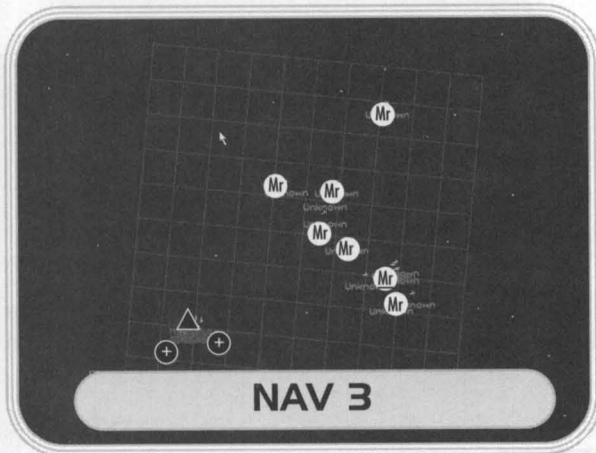
NAV 1 — 13 Moray

NAV 2 — Empty

NAV 3 — 14 Moray



NAV 1



NAV 3

Notes

- ⊗ This is a fun fight — 7 against 13, then 14 more.
- ⊗ The Widows' experience and skill will count for a lot in the battle, but it's your undamaged Tigersharks that carry the offensive edge.
- ⊗ Save some missiles for the second battle at NAV 3, because by the time you leave NAV 1 everybody in your group will likely be flying with damage.
- ⊗ If you don't get back to the *Midway* with at least four of the five Black Widows alive and intact, you'll face a much bigger challenge in the next two missions.

Success/Failure

Success go to B3a. / Failure go to B3b.



B3a: H'rekkah — Sweep and Rendezvous

Maestro (RR) — Maestro persuades you to take in a shot of "Boom-Boom," which proves to be every bit as lively as its name. An "atta-boy" session commences, which is soon interrupted by Finley, who lectures you on your cockiness. Maestro grows bored and gets distracted by a nearby female.

Finley (RR) — You introduce yourself to Finley, the *Midway*'s onboard science officer. She mentions your impressive mission report and leaves you to ponder her parting words of caution.

Rachel (FD) — Rachel softens and apologizes for being so short with you on your first meeting.

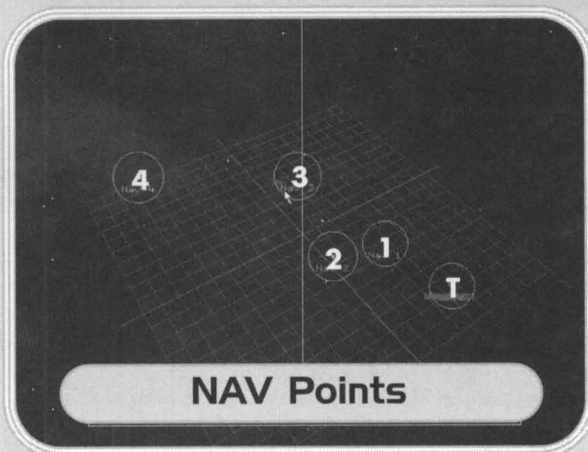
Combat Summary — TCSM 102.0

Objective Patrol all NAV points

Your Ship Tigershark

Wingmen Stiletto, +1

Briefing. Having at last made some material progress assessing the Alien threat, the *Midway* decides it's time to run its intelligence back to Confed. You are assigned to clear its route.

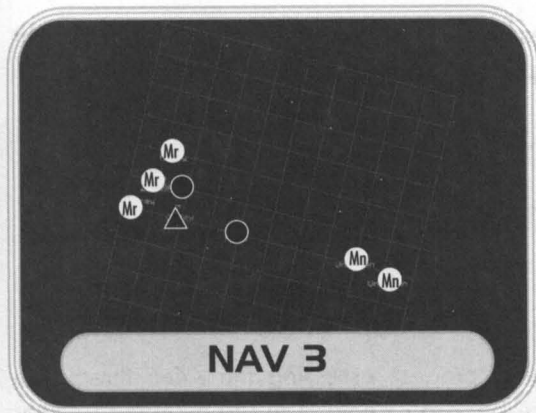
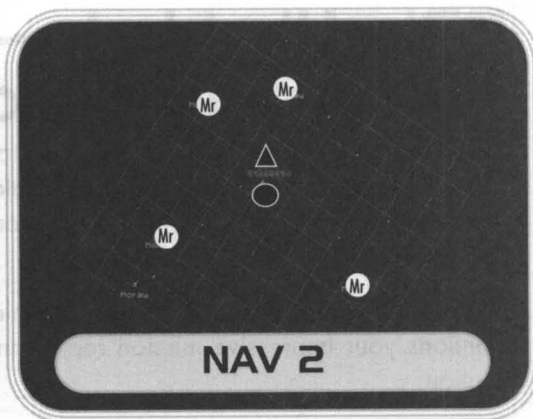
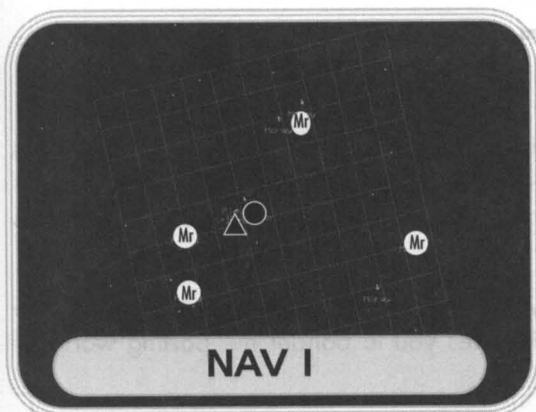


Alien Forces

NAV 1 — 4 Moray

NAV 2 — 4 Moray

NAV 3 — 3 Moray
2 Manta



Notes

- This is a long, grueling mission with the toughest fight last.
- Conserve those missiles!
- Watch out for your wingmen so they'll be around to check your six.
- Try to dogfight the Morays at the first two NAV points to save your missiles, but don't let the fight become a battle of attrition — you can't afford to take damage early on.
- At NAV 3, try to get the Mantas out of the way quickly. Put those missiles you've been saving to work.

Success/Failure

Success go to B4a. / Failure go to B4b.



B3b: H'rekkah — Patrol and Rendezvous

Maestro (RR) — Maestro persuades you to take in a shot of "Boom-Boom," which proves to be every bit as lively as its name. An "atta-boy" session commences, which is soon interrupted by Finley, who lectures you on your cockiness. Maestro grows bored and gets distracted by a nearby female.

Finley (RR) — You introduce yourself to Finley, the *Midway's* onboard science officer. She mentions your impressive mission report and leaves you to ponder her parting words of caution.

Blair (BR) — Blair stops you and suggests that you take things a bit more seriously.

Rachel (FD) — Rachel eases up and apologizes for her impatience earlier. You catch a slight glimpse of interest and ask to watch her decipher a Kilrathi log. She politely declines.

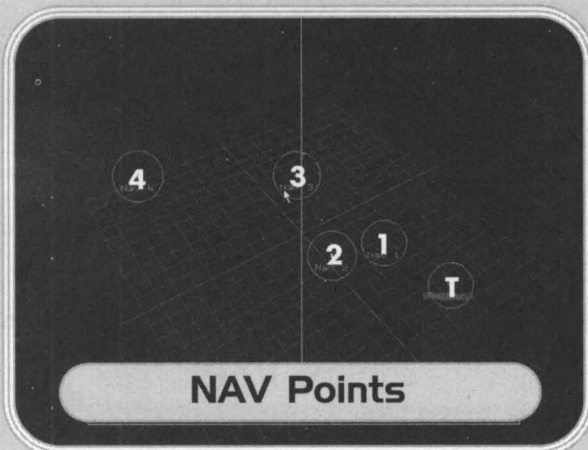
Combat Summary — TCSM 103.5

Objective Patrol all NAV points

Your Ship Piranha

Wingmen Dallas, +1

Briefing. Having at last made some material progress assessing the Alien threat, the *Midway* decides it's time to run its intelligence back to Confed. You are assigned to clear its route.

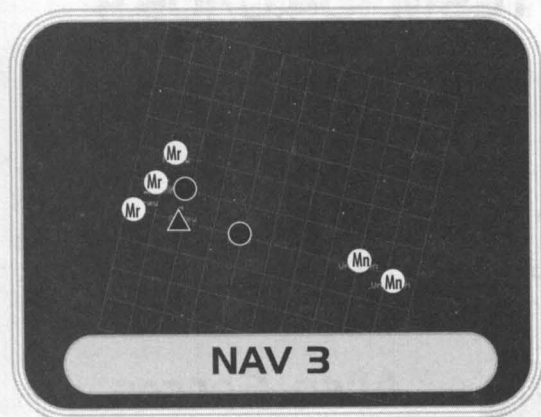
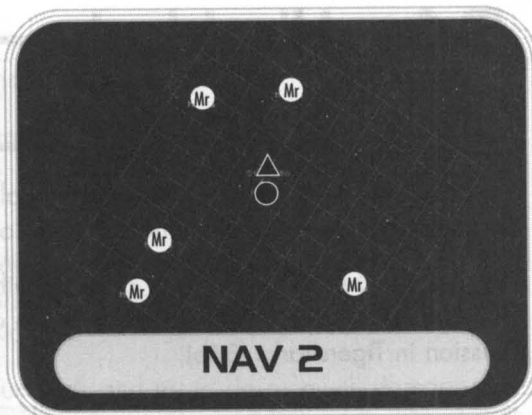
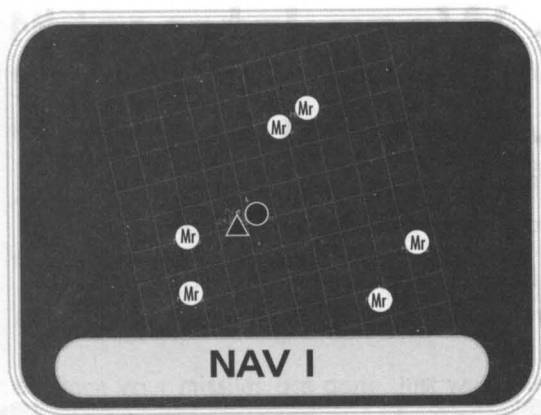


Alien Forces

NAV 1 — 6 Moray

NAV 2 — 6 Moray

NAV 3 — 5 Moray
2 Manta



Notes

This mission is identical to 3(a), except:

- ☛ You are flying a Piranha rather than a Tigershark.
- ☛ One of your wingmen is Dallas rather than Stiletto.

While listening to Dallas' gloomy-gus comms is bad enough, it's flying a Piranha that'll really get you.

Success/Failure

Success / Failure go to B4b.



B4a: H'rekkah — Wasp Intercept

B4b: H'rekkah — Tactical Retreat

You don't get an onboard briefing here — all fighters scramble. Meanwhile, the Aliens work to construct their new command center, a location that will become important later.

If you lost either B2 (i.e., failed to return with four out of the five Black Widows) or B3 (i.e., failed to clear all the jump points), you — and your wingman — will be forced to fly this mission in Tigersharks (B4b).

Combat Summary — TCSM 104.0/105.5

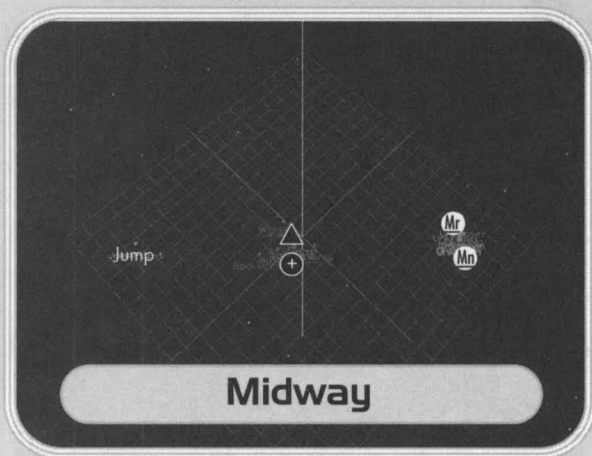
Objective Intercept inbound fighters

Your Ship Wasp (or Tigershark)

Wingmen Zero +1

Other Ships 6 Wasps (Stiletto +2, Maestro +2)

Briefing. The enemy has pinpointed the *Midway* and is attacking in overwhelming force. Your job is to stop them from getting to the carrier.



Alien Forces

Infinite waves of:

6 Moray

3 Manta



Notes

- ⊗ You read that right — *infinite* waves of Aliens.
- ⊗ The fatal trap in this mission is thinking you can kill all the enemies and get to be the big hero — the enemy will *always* keep coming, and the *Midway* **will** jump without you if you don't land on time.
- ⊗ The key to this mission is stopping the red Mantas. The Morays aren't going to do any damage against the carrier. Go ahead and use your missiles early on — if it takes every missile you pack to get all the Mantas, it's worth it.
- ⊗ Once your missiles are gone, just watch your back and try to do as much damage as you can until you get the call back, then head for the carrier at full afterburn. You will be tempted to try out the Wasp's boosters, but resist the temptation. If you boost straight to the first wave you'll be a long way from the *Midway* when you get the call to return, and if you try to boost back to the *Midway*, you'll probably overshoot it. Remember, once the booster is on, there's no way to slow down until it burns itself out.
- ⊗ Do not let a fleeing enemy pull you far away from the carrier — you might miss the jump.

Success/Failure

Success go to C1. / Failure you lose.



Cl: G'wriss — Convoy Rescue

Dallas (RR) — You find Dallas sullen and alone, standing by the window, depressed about the current state of battle. You do your best to offer a few words of encouragement, which seem to have a slight uplifting effect on his mood. Stiletto, observing from a nearby barstool, raises her glass to you.

Dallas (BR) — If you talked to Dallas earlier, he makes a point of stopping you and exchanging a few friendly pre-battle words. If you ignored him before, he rudely brushes past you. Stiletto pipes up and suggests that you improve your social skills by interacting and bonding a bit more with your wingmen.

Anderson (CP) — Throughout the mission, you'll get various comm messages and requests for assistance from the *Midway*.

Combat Summary — TCSM 206.7

Objective Rendezvous and escort convoy, defend *Midway*

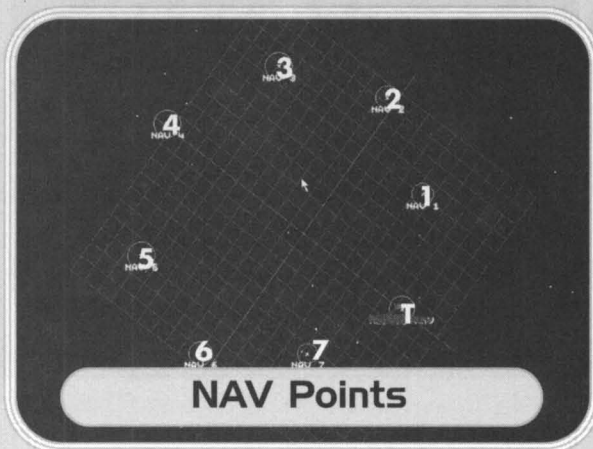
Alpha Wing Eliminate Alien fighters

Your Ship Tigershark

Wingmen Maestro +1 (Dallas, if you talk to him)

Other Friendly Ships NAV 3 — TCS *Redeemer*, TCS *Barkley* (hulk), TCS *Porter* (hulk);
Final NAV — TCS *Midway*, 4 Panthers

Briefing. Cut off from its regular lines of supply, the *Midway* makes arrangements to rendezvous with a supply convoy. You are assigned to meet the convoy and escort it in.



Alien Forces

NAV 1-3, 5-7 —

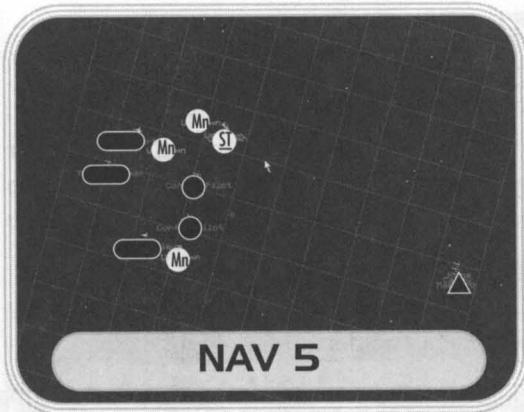
Random chance
for 3 Moray

NAV 4 — 3 Manta
2 Skate-T

Midway NAV —

Wave 1 7 Manta
3 Skate-T

Wave 2 3 Squid



Notes

- ⊗ At NAV 2, 3, 5, 6 and 7 you have a random chance of finding an empty area, or having to fight 3 Morays. Figure on fighting at about four of these six NAV points.
- ⊗ Don't waste missiles against the Morays — dogfight your way through the ambushes.
- ⊗ There is no way to get to NAV 4 fast enough to save the *Barkley* and *Porter* and their escorts. You should, however, be able to save the *Redeemer*.
- ⊗ When you kill the Skate Class T, surviving Skate fighters split away.
- ⊗ After the battle at NAV 4, the *Redeemer* will replenish your afterburner fuel and weapons.
- ⊗ When you reach the *Midway* you're joined by its four regular escorts in Panthers.
- ⊗ If the *Midway* is damaged, the next mission is harder — if seriously damaged, much harder.
- ⊗ Looking to pump your kill count? If you finish the mission, then fly back through all NAV points in *reverse* order, lots of extra alien ships will spawn to attack you. If you try to retrace your steps before dropping the *Redeemer* off at the *Midway*, however, the *Redeemer* will be destroyed.

Success/Failure

Complete Success go to C2a. / *Midway* bridge damaged go to C2b. / *Midway* engines damaged go to C2b. / Failure you lose.



C2a: G'wriss — Alien Starship Encounter

Finley (RR) — Finley's at the bar, drinking like a fish and reeking of sarcasm. You join her and listen to her relate the recent findings of the Science Division — which don't amount to much in the grand scheme of things. She explains the ancient Kilrathi prophecies and you hear, for the second time, the mention of Kn'thrak.

In the middle of your conversation, all pilots are called to the Briefing Room. But before you part ways, you manage to get through to her, and she decides against that last drink.

Combat Summary — TCSM 207.0

Objective Ensure that destroyers are eliminated

Alpha Wing Defend Shrikes, eliminate 66% of destroyer turrets, eliminate Alien corvettes

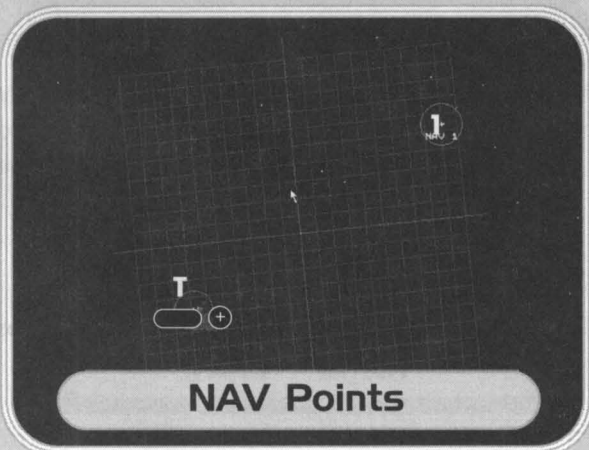
Bonus Objective Eliminate 66% of Alien fighters

Your Ship Tigershark

Wingmen Stiletto, Dallas, +1

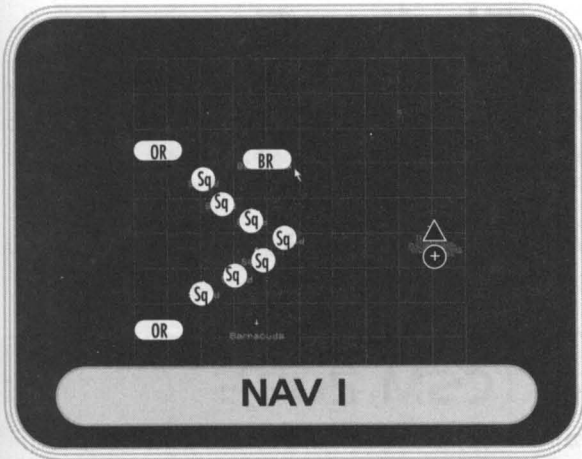
Other Friendly Ships 4 Shrikes

Briefing. An Alien task force has followed the *Midway* into G'wriss, but the cruiser has become separated from its destroyer escorts. You're sent out to escort a bomber wing to get the destroyers before they can regroup.



Alien Forces

NAV 1 — 7 Squid
1 Barracuda
2 Orca
2 Manta



Notes

- ⊗ This is the mission you get if you protected the *Midway* from all harm in the previous mission. It's a tough battle, but all the enemies are nicely bunched up at a single NAV point.
- ⊗ On all bomber escort missions, your priorities are
 1. Eliminate enough enemy fighter escorts to clear the way for the bombers
 2. Destroy the enemy cap-ship's shield emitter
 3. Destroy all cap ship turrets
- ⊗ By all means, use your missiles early to clear out those fighters quick.
- ⊗ In general, concentrate on larger escort ships first. Their more powerful weapons are more likely to get past the bombers' defenses.
- ⊗ Once you finish off the enemy fighters, your Autopilot light will pop on, but remember, you've only done half the job you came to do. Don't bug out until the job is over.
- ⊗ If you take too long to finish off the destroyers, the mission will be scrubbed and Anderson will call you back to the *Midway*.

Success/Failure

Success go to C3a. / Failure go to C3b.



C2b: G'wriss — Shrike Escort

Finley (RR) — Finley's at the bar, drinking like a fish and reeking of sarcasm. You join her and listen to her relate the recent findings of the Science Division — which don't amount to much in the grand scheme of things. She explains the ancient Kilrathi prophecies and you hear, for the second time, the mention of Kn'thrak.

In the middle of your conversation, all pilots are called to the Briefing Room. But before you part ways, you manage to get through to her, and she decides against that last drink.

Combat Summary — TCSM 208.5

Primary Objective Ensure that destroyers are eliminated

Alpha Wing Defend Shrikes, eliminate 66% of destroyer turrets, eliminate Alien corvettes

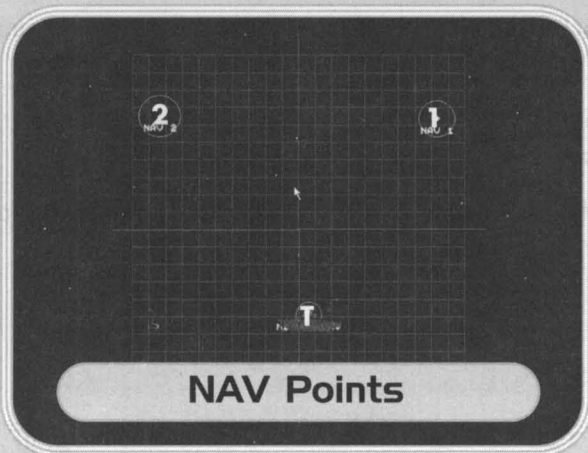
Bonus Objective Eliminate 66% of Alien fighters

Your Ship Tigershark

Wingmen Stiletto, Maestro, +1

Other Friendly Ships: 4 Shrikes

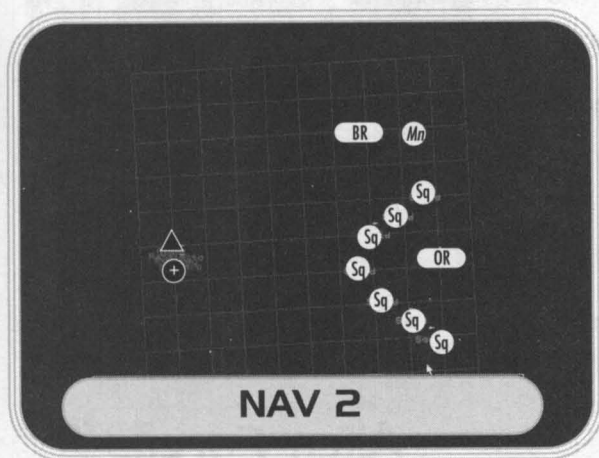
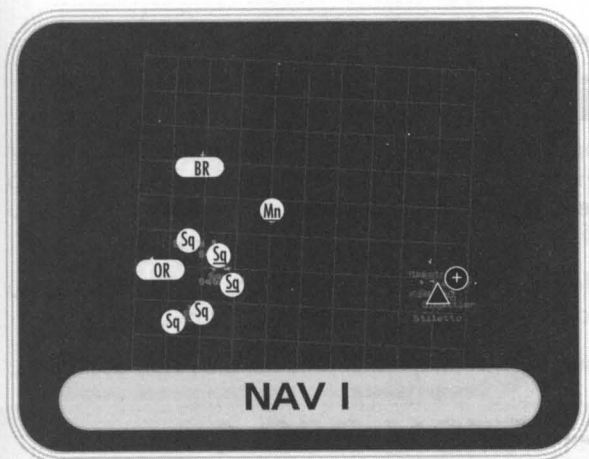
Briefing. While the Midway makes repairs, you must defend a wing of bombers assigned to eliminate the enemy cap ship's gathering to attack the carrier.



Alien Forces

NAV 1 — 7 Squid
2 Manta
1 Barracuda
1 Orca

NAV 2 — 7 Squid
2 Manta
1 Barracuda
1 Orca



Notes

- ☛ You get this mission if you allowed the *Midway's* bridge to take damage during the previous mission.
- ☛ The two destroyers are spread out between two different NAV points, each with a full escort.
- ☛ There's still a time limit before Anderson scrubs the mission.

Success/Failure

Success go to C3a. / Failure go to C3b.



C2c: G'wriss — Enemy Starship Encounter

Finley (RR) — Finley's at the bar, drinking like a fish and reeking of sarcasm. You join her and listen to her relate the recent findings of the Science Division — which don't amount to much in the grand scheme of things. She explains the ancient Kilrathi prophecies and you hear, for the second time, the mention of Kn'thrak.

In the middle of your conversation, all pilots are called to the Briefing Room. But before you part ways, you manage to get through to her, and she decides against that last drink.

Stiletto (CP) — She orders you to cover her wing as they attempt to kill the Alien destroyers.

Combat Summary — TCSM 209.4

Primary Objective Ensure that destroyers are eliminated

Alpha Wing Defend Shrikes, eliminate 66% of destroyer turrets, eliminate Alien corvettes

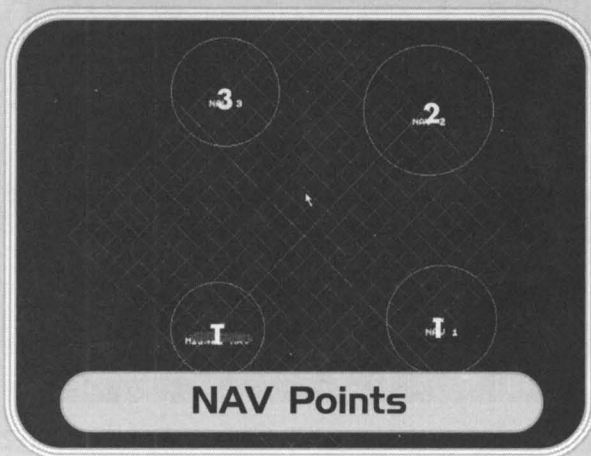
Bonus Objective Eliminate 66% of Alien fighters

Your Ship Tigershark

Wingmen Stiletto, Dallas, +1

Other Friendly Ships 4 Shrikes

Briefing. While the Midway makes repairs, you must defend a wing of bombers assigned to eliminate the enemy cap ship's gathering to attack the carrier.

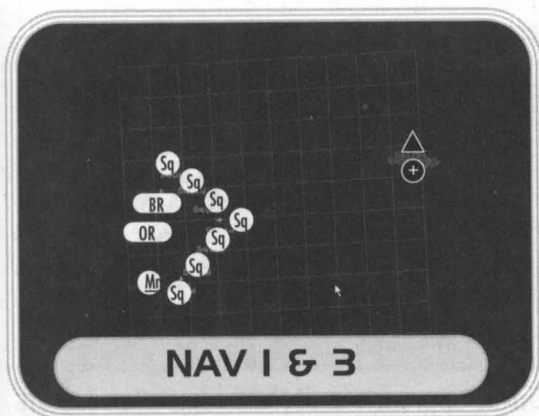


Alien Forces

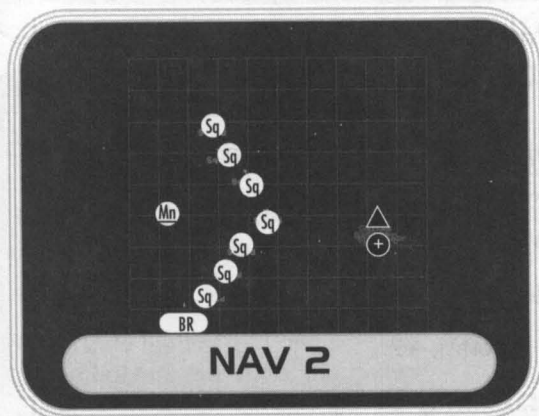
NAV 1 — 7 Squid
2 Manta
1 Barracuda
1 Orca

NAV 2 — 7 Squid
2 Manta
1 Barracuda

NAV 3 — 7 Squid
2 Manta
1 Barracuda
1 Orca



NAV 1 & 3



NAV 2

Notes

- You'll get this mission if you allowed the *Midway's* engines to take damage during the previous mission.
- The two destroyers are spread out between two different NAV Points, each with a full escort.
- You have to fight a tough battle between the destroyers. You have to save your missiles, but you also can't afford to take heavy damage.
- Time is seriously against you in this mission. Not only do you have to win, you have to win quickly if you want to get those destroyers before Anderson calls you back.

Success/Failure

Success go to C3a. / Failure go to C3b.



C3a/b: G'wriss — Cruiser Assault/Hydra Fleet Assault

For C3A:

Zero (RR) — You find a glum Zero drinking in the Rec Room. He first berates you for interrupting him, then asks about your “free ride” through the Academy. You talk about the reputation you’ve had to live up to. Finally, both of you recognize that you have more in common than you realized. Zero also talks a bit more about Kn’thrak

For C3B:

Dallas (BR) — If you encouraged him earlier, Dallas approaches all smiles and offers his two hundred percent. You get a vague premonition that his enthusiasm may soon come to an end.

Maestro (BR) — In his usual show of words, Maestro tells you not to worry about Dallas.

Combat Summary — TCSM 210.0/211.5

Primary Eliminate Alien cruisers; (C3b only) also eliminate bombers and destroyers

Alpha Wing Defend Shrikes, eliminate 66% of cruiser turrets, eliminate Alien corvettes, (C3b only) eliminate 66% of destroyer turrets

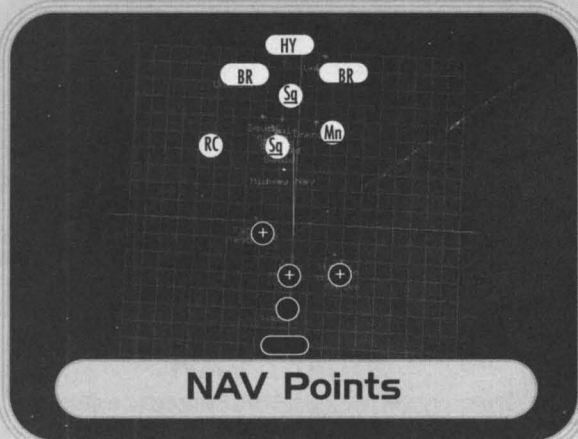
Bonus Objective Eliminate 66% of Alien fighters

Your Ship Wasp

Wingmen Maestro, +2

Other Friendly Ships 4 Shrike, 4 Panthers, Midway

Briefing. The enemy cruiser is between the Midway and the next jump point. You’re sent out to escort the bomber wing assigned to destroy the cap ship. Four Panthers remain behind to provide close-in defense of the Midway.



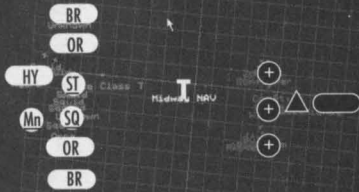
Alien Forces (a)

Midway 7 Squid
3 Manta
1 Ray Cluster
1 Skate-T
2 Barracuda
1 Hydra



Alien Forces (b)

Wave 1 7 Squid
 3 Manta
 1 Skate-B
 2 Barracuda
 2 Orca
 1 Hydra



NAV Points

Notes — C3a

- ⊗ You get this mission if you killed both destroyers in the previous mission. You have to deal with the cruiser and its fighter escorts, and protect the *Midway* from bombers.
- ⊗ Immediately after leaving the *Midway*, you get a message advising you to go after the bombers first. Do what Mama says.
- ⊗ Use boosters to get to the bombers fast.
- ⊗ Despite the line of Panthers back at the *Midway*, don't move on to the cap ship until all the fighters are out of the picture.
- ⊗ Once you're down to just the cruiser, simply take out its shield emitters and turrets.
- ⊗ There is nothing you can do to prevent Dallas' death.

Notes — C3b

- ⊗ If you didn't get both destroyers when you had the chance, they're both back like a pair of bad pennies in this mission. Three cap ships for the price of one.
- ⊗ Of the three cap ships, your top priority is the cruiser. Otherwise you get shunted to two extra losing missions.
- ⊗ Of course, if you want to boost your kill total, you can always deliberately leave the cruiser intact, in order to check out the next two missions.

Success/Failure

C3a: Success go to D1. / Failure go to DL1.

C3b: Complete Success go to D1. / Moderate Success go to DL1. / Failure you lose.



DL1: H'hrrass – Mine the Jump Point

Maestro/Stiletto (FD) — These two tell you Dallas didn't make it back from the last mission.

Combat Summary — TCSM 312.3

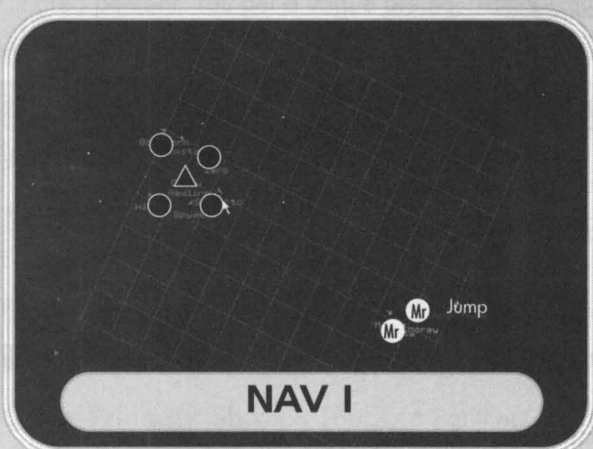
Objective Mine jump point, destroy Alien fighters, intercept Alien bombers

Your Ship Shrike

Wingmen 3 random

Other Friendly Ships 4 Tigershark (Stiletto +3)

Briefing. If you still haven't destroyed the cruiser, it follows you to H'hrrass. You're assigned to lay mines around the jump point leading back to G'wriss.



Alien Forces

Wave 1 3 Manta

Wave 2 3 Skate-B

Notes

- ☉ Don't worry about laying your mines in a careful pattern – it doesn't make a difference.
- ☉ Watch the tricky Alien Skates: they break up into individual light fighters when damaged.
- ☉ Use guns to break apart the Skate clusters, and save your missiles for the agile spawn-ships.
- ☉ Use your main guns against the Skate clusters, and rely on bravo wing and your turrets against the agile spawn-ships.

Success/Failure

Success/Failure go to DL2.



DL2: H'harrass – Cruiser Group Assault

Combat Summary — TCSM 313.2

Objective Ensure cruiser elimination

Bonus Eliminate 66% of Alien fighters

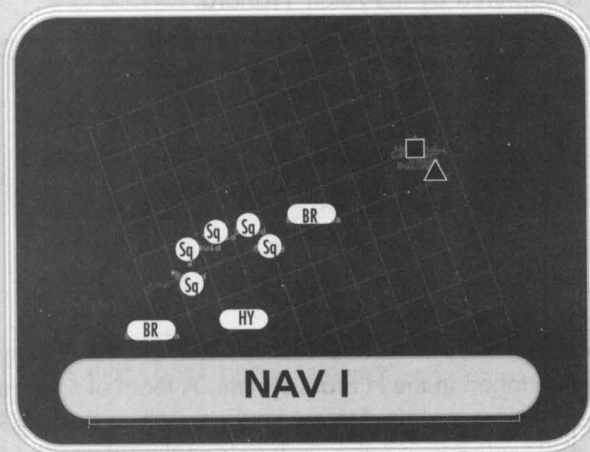
Alpha Wing Defend Shrikes, eliminate 66% of cruiser turrets, eliminate Alien corvettes

Your Ship Tigershark

Wingmen 3

Other Friendly Ships 4 Shrikes

Briefing. The mines didn't work. This is your last chance at that pesky cruiser. You're assigned to escort a Torpedo strike against the enemy.



Alien Forces

NAV 1 5 Squid
2 Barracuda
1 Hydra

Notes

- ⊗ Nothing particularly tricky here. Follow the same priorities you learned in mission C2.
- ⊗ You probably want to eliminate the numerous and aggressive Squids before tackling the cumbersome Barracudas.
- ⊗ Once again, your Autopilot light will come on when the enemy fighters are gone, but don't bug out until you've finished the mission and crippled the cruiser.

Success/Failure

Success/Failure go to D1.



DL: H'hrrass – Relay Station Insertion

CAG (FD) — If you lost DL2, Stiletto bails you out. The CAG is unhappy with your flying.

Zero (RR) — After Dallas' funeral, you join Zero for a shot. Maniac's going through his usual embellishments. Hawk enters a verbal bout with him, and you end up attacking Maniac.

Blair (RD) — Blair has convinced the CAG to attribute the outbreak to stress.

CAG (BR) — The CAG's announcement that Blair's going to fly on your wing creates whispers among the pilots — it's not everyday that a retired hero gets pulled back into active duty.

Dekker/Blair (CP) — Dekker informs you that Marine One has docked with the Relay Station and calls Blair in to assist him. Blair asks you to cover the area in his absence. You receive a series of comm messages from both before you land for a breather and rearm. The end result of this mission is that Blair is captured by the Alien Warlord.

Combat Summary — TCSM 314.1

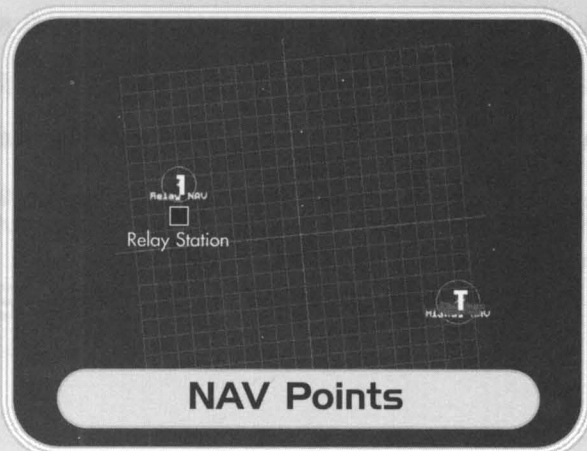
Objectives Escort and defend Dekker; Defend relay station

Your Ship Tigershark

Wingman Blair

Other Ships Marine Transport, TCS Redeemer

Briefing. You have to get the information you've collected back to Confed. Your only chance is to repair a communications relay station in the H'hrrass system. A team of Marine engineers is dispatched to do the job, and you're assigned to escort them. When the CAG gets worried that your recent dust-up with Maniac may have undermined the other pilots' willingness to fly as your wingman, Commodore Blair volunteers to fly with you.



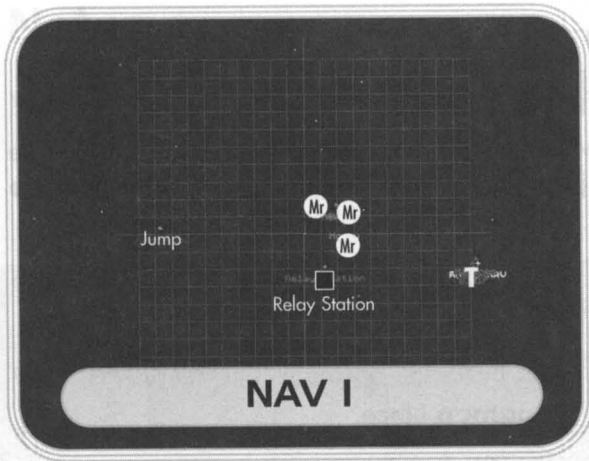
NAV Points

Alien Forces

Wave 1 3 Moray

Wave 2 3 Moray

1 Skate-T



Notes

- ⊗ Only three Morays defending the station? You didn't really believe that it was going to be that easy, did you? Good.
- ⊗ Blair gets called inside the station by the Marines, and gets himself surprised and kidnapped by a bug in the basement (and what's a satellite doing with a basement, anyway?). You can't stop the alien Warlord from spiriting him away.
- ⊗ The *Redeemer* pops in between the two enemy waves, to fuel you up and rearm you for the flight back to the *Midway*.
- ⊗ If you missed the two extra missions in the last system, this is your first meeting with the multiple Skates, and you're all on your own for it.
- ⊗ It's vital to bust up the Skate cluster fast, before it can torpedo the station.
- ⊗ Use guns to break apart the Skate — save your missiles for the agile spawn-ships.
- ⊗ The *Redeemer* will take a shot at the enemy if one gets in range, but it won't be a big factor in the battle.
- ⊗ When you arrive at NAV 2 you may see a Manta at the extreme range of your sensors. If so, you can't finish the mission until he either jumps out or is destroyed. If you taunt him when you arrive, he should move towards you while you take care of the rest of the enemy forces, saving you some catch-up time.

Success/Failure

Success go to D2. / Failure you lose.



D2: H'harrass — Relay Station Defense

Dekker (RS) — Col. Dekker meets you while you're rearming and bears bad news — the Midway's comm channels have been jammed, and no one can warn Confed of the incoming Alien warships.

Combat Summary — TCSM 315.2

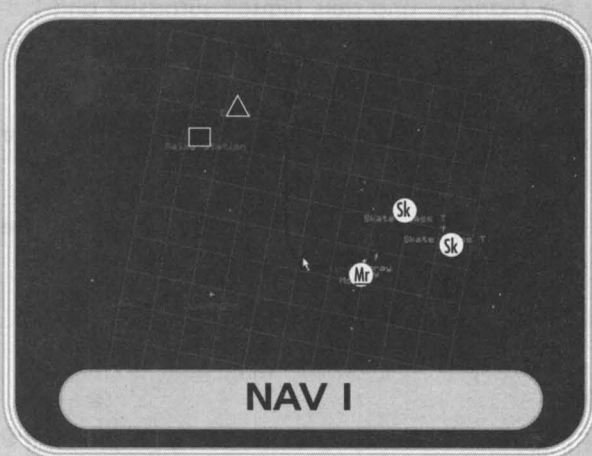
Objective Defend relay station

Your Ship Tigershark

Wingman None

Other Friendly Ships 4 Panthers (Maniac, +3), TCS Midway

Briefing. You get to land on the comm station for a quick breather, while the Marines obligingly fix up any damage to your ship. But some inconvenient Aliens jump in and attack the station, and you're the only one capable of stopping them.



Alien Forces

Wave 1 3 Moray
 2 Skate-T

Wave 2 2 Manta
 1 Devil Ray



Notes

- ⊗ This is a tough battle. You're all alone in a rather weak fighter against a respectable alien force.
- ⊗ You have to get the skates first, to protect the relay station. Watch out for Morays and Skate fighters on your tail.
- ⊗ The second wave arrives early in the battle. Blast the ace in the Devil Ray with missiles (and make sure you still have missiles for him).
- ⊗ This is your first big chance to shine and earn some serious hero points.
- ⊗ Maniac will show up late in the fight to help with cleanup.

Success/Failure

Success in C3 and D2 go to E1. / Failure in either C3 or D2 go to L1.



El: T'lan Meth — Treasure Hunt

CAG (FD) — The radio transmitter has been repaired, but at great cost. As you check your mission stats after D3, the CAG informs you of your promotion and transfer to the Black Widow squadron, but you can't help but wonder what Blair's fate will be.

CAG (BR) — Toward the end of the briefing, the CAG announces that Maniac is the new head of the Black Widow squadron. He's obviously both shocked and pleased as he dwells on his newfound power. Hawk can't resist tarnishing Maniac's moment by mentioning the accountability that his new job entails.

Maniac (CP) — Maniac has detected a strange reading at NAV 3, and he wants you to check it out.

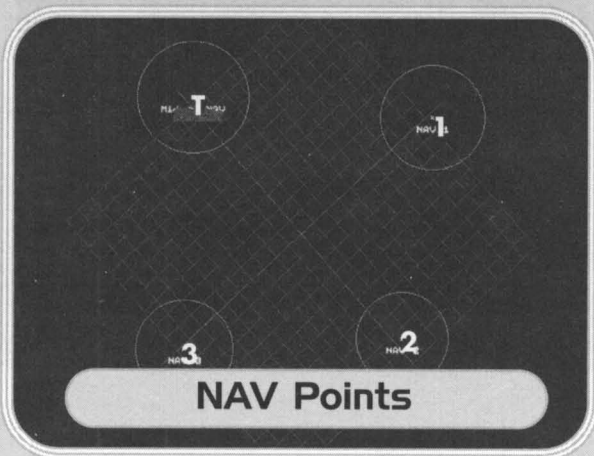
Combat Summary — TCSM 416.3

Objective Locate jamming source

Your Ship Panther

Wingman Stiletto

Briefing. The brass thinks they've finally pinpointed the source of that Alien jamming signal that's been making your life so difficult. You're sent out to find it and bring it back.



Alien Forces

NAV 1 — 2 Manta
2 Moray
1 Stingray Cluster

NAV 2 — Empty

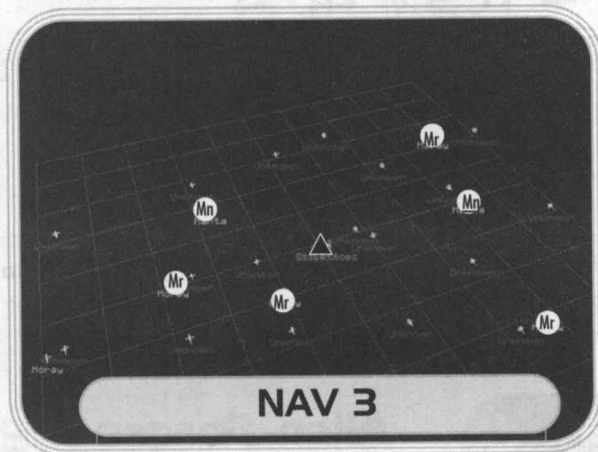
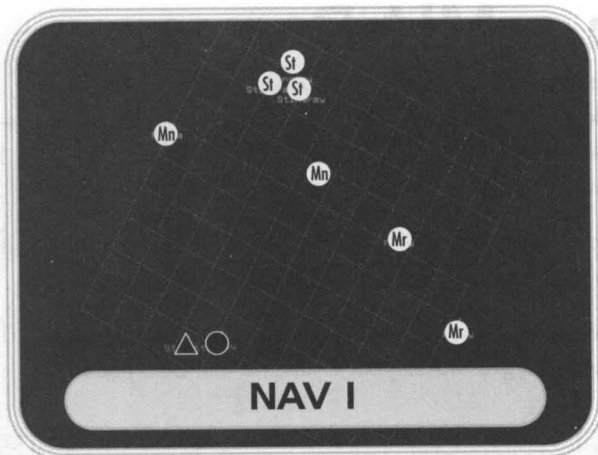
NAV 3 — 5 Moray
2 Manta



Notes

☛ After clearing out the fighters at NAV 3, you find the Aliens left a pile of decoy emitters for you to go through. It takes several shots to blast a bouy (the one you want is invulnerable). One of the quickest ways to check the bouys is to ram them.

☛ You're on a time limit, and to tell the truth your chances are pretty slim of actually finding the emitter before the CAG calls you back (and no, you can't find it by ignoring orders and keeping up the hunt after the recall). However, if you don't find it, Stiletto will.



Success/Failure

Success / Failure go to E2.



E2: T'lan Meth – MIA Recovery

Hawk (RR) – You can't help but notice that the mood in Pilot Country is a bit melancholy. Hawk informs you that one of the Black Widow pilots didn't make it back. More than likely, he's not coming back. As you ponder this, Maniac crosses the bar and takes a seat next to Hawk. Hawk coolly asks Maniac how he's liking his new responsibilities, then leaves.

Maniac isn't happy about being taken off the flight rotation with his man MIA, and tells you so. You resolve to undertake the rescue yourself. Maniac seems to be slightly impressed.

Anderson/CAG (CP) — You receive instructions once you're in the air as you set out to find the ejected pilot. If you succeed, Anderson congratulates you. If not, he instructs you to land.

Combat Summary — TCSM 417.4

Objective Escort SAR shuttle, ensure SAR recovery of ejected pilot

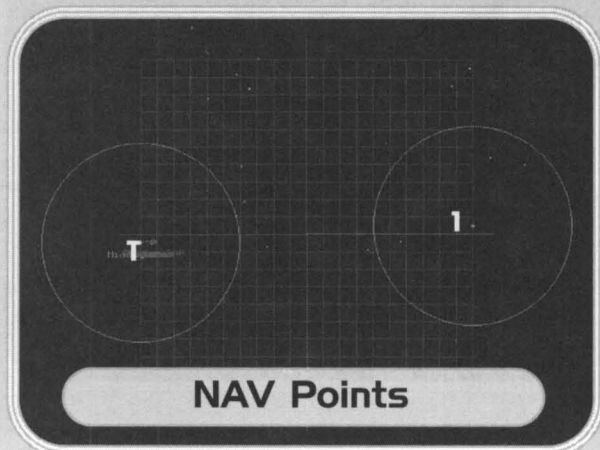
Alpha Wing Protect friendly craft

Your Ship Panther

Wingman 1

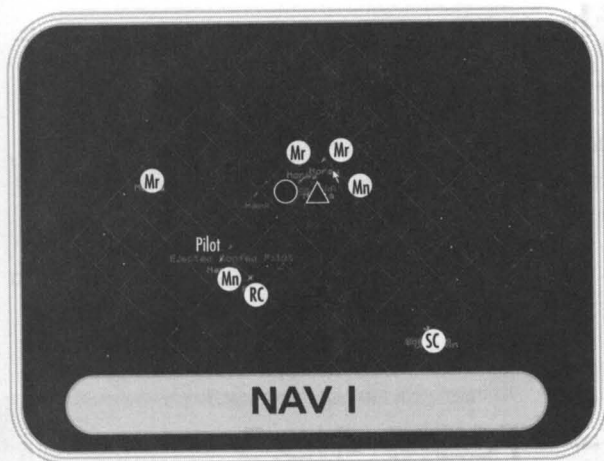
Other Friendly Ships SAR; Rescue Pod (at NAV 1)

Briefing. A pilot's ejected and is waiting for pick-up, but the area's too hot for the SAR to go in alone. Time is of the essence, because the enemy has been observed kidnapping ejected pilots. You're assigned to go in and keep the SAR safe while it gets the pilot out.



Alien Forces

Wave 1 2 Manta
 3 Moray
 1 Devil Ray



Notes

- ⊗ The most important thing is to keep a close, motherly eye on the SAR shuttle. The aliens will take pot shots at it whenever they can. It's up to you to keep them too busy to seriously threaten the shuttle. There's no way to win this mission if the shuttle is destroyed.
- ⊗ The only tricky part of this mission comes when the Devil Ray sneaks quietly in, a short time into the battle, and tries to pick up your guy. Keep an eye out for this ship and pound on it until it bugs out of the area.

Success/Failure

Success go to E3a. / Failure go to E3b.



E3a: T'lan Meth — Perimeter Sweep

If you won E2: Rachel (FD) — After the MIA pilot is NLMIA (No Longer Missing In Action), you receive a genuine congrats from Rachel. She's throwing in a subtle flirt or two as well, but before you can respond, she's summoned back to duty via the ship's intercom..

Anderson (CP) — During this mission, Anderson changes your mission objectives. You're to find and defend an SWACS, then escort it back to the *Midway*.

Combat Summary — TCSM 418.0

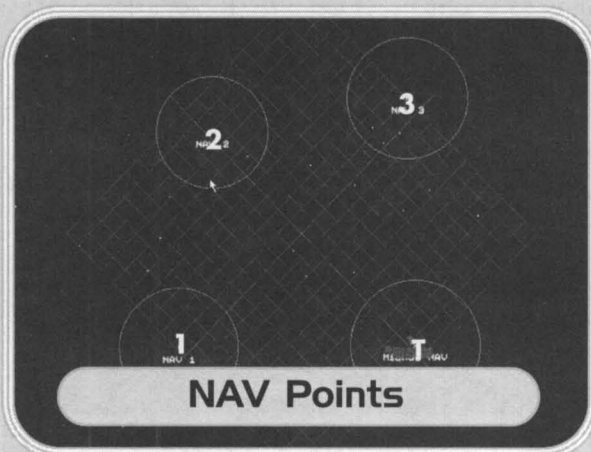
Objective Starts as: Patrol all NAV points in order, but is replaced by: Rescue SWACS

Your Ship Panther

Wingmen Maestro, +1

Other Ship Seahawk (SWACS at NAV 2)

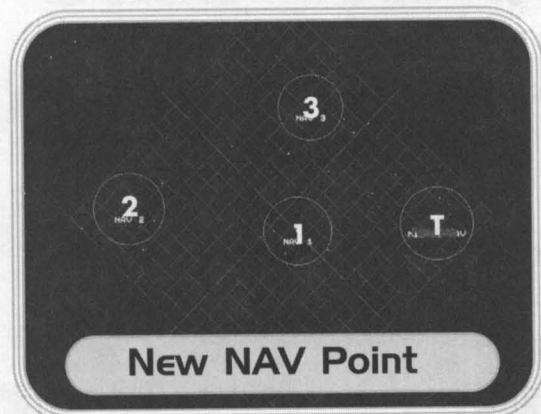
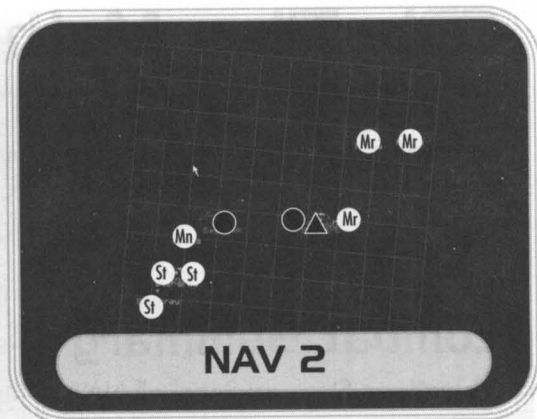
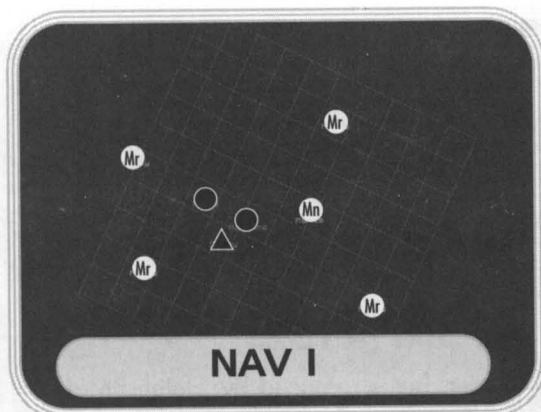
Briefing. You get sent out on a standard (for once) three-NAV-point patrol, but shortly after you start, your flight is diverted to rescue an SWACS that's gotten itself into some hot water.



Alien Forces

NAV 1 — 4 Moray
1 Manta

NAV 2 — 3 Stingray
3 Moray
1 Manta



Notes

- ⊗ Despite the little surprise with the SWACS, this really is a pretty standard patrol.
- ⊗ Note that your mission objective changes when you're sent after the SWACS.
- ⊗ Don't forget that your main job is protecting the SWACS. Use your NAV Map to find out which ships are targeting the SWACS, and take them out first.

Success/Failure

Success go to E4a. / Failure go to E4b.



E3b: T'lan Meth — Panther Fighter Sweep

Anderson/CAG (CP) — As the *Midway* falls under attack, Anderson and the CAG issue a call for help. You, along with all other pilots in your wing, are called back to defend the carrier.

Combat Summary — TCSM 419.5

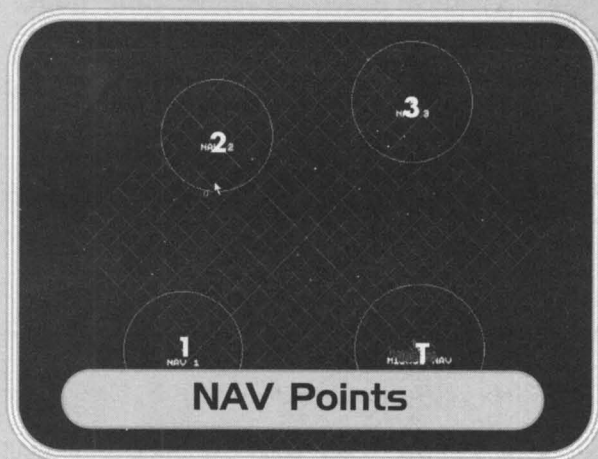
Objectives Starts as: Patrol all NAV points in order, but is replaced by: Defend *Midway*

Your Ship Panther

Wingmen 2

Other Friendly Ship *Midway* — *Midway*, 4 Panthers

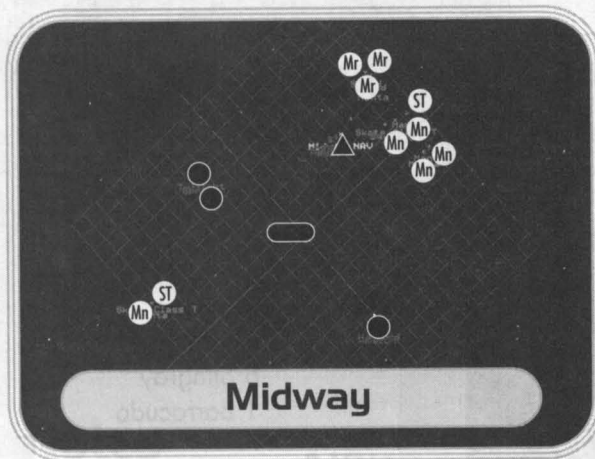
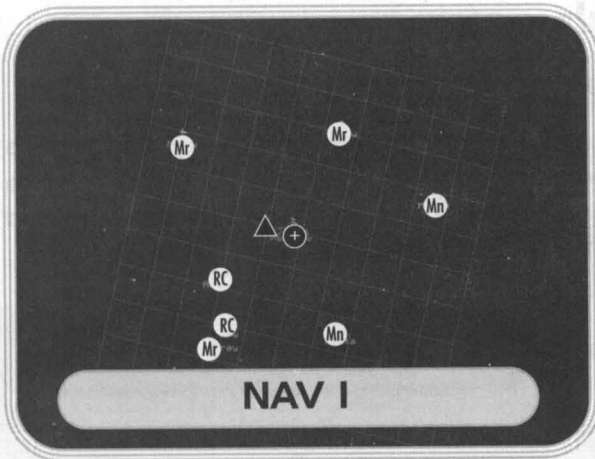
Briefing. You are sent out to make an ordinary perimeter patrol, but you're soon called back to defend the *Midway* against a formidable enemy ambush.



Alien Forces

NAV 1 — 2 Manta
3 Moray
2 Ray Cluster

NAV 2 —
Wave 1 6 Manta
3 Moray
2 Skate-T
Wave 2 1 Skate-T
Wave 3 5 Moray



Notes

- ☛ You get this mission if you didn't pick up the ejected pilot in E2.
- ☛ The fight for the *Midway* is a very cool, very tough battle with up to 7 ships on your side, and 10 or more (depending on when you break up the Skates) enemy fighters.
- ☛ Note that your mission objective changes when you're called back to the *Midway*.

Success/Failure

Success go to E4b. / Failure you lose.



€4a: T'lan Meth – Kilrathi Rendezvous

CAG (BR) — The CAG relays new recon data that indicates a large enemy fleet, with the *Midway* as its probable target. The squadron you're assigned to rendezvous with during the mission is Kilrathi. No one seems particularly happy about this, especially Hawk and Maniac. The CAG sternly shoots down their objections and berates them both.

Combat Summary — TCSM 420.0

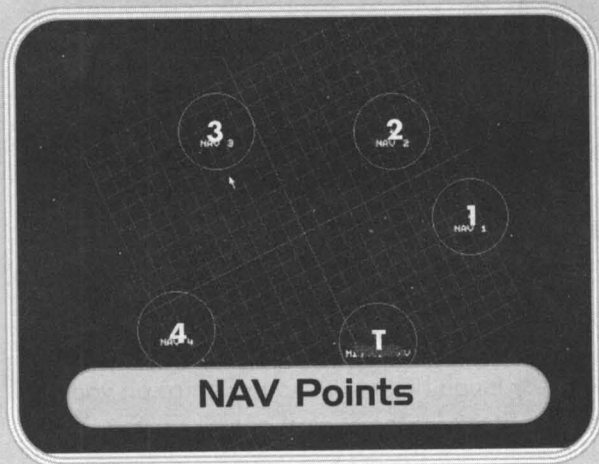
Objective Destroy cruiser and carrier

Your Ship Shrike

Wingmen 2

Other Friendly Ships 4 Vaktoth (NAV 1); 6 Panthers (Hawk, Stiletto, Maestro, +3)

Briefing. The *Midway* has intelligence that an enemy carrier group is assembling in the neighborhood. You're sent out to deal with the carrier and its cruiser escort.

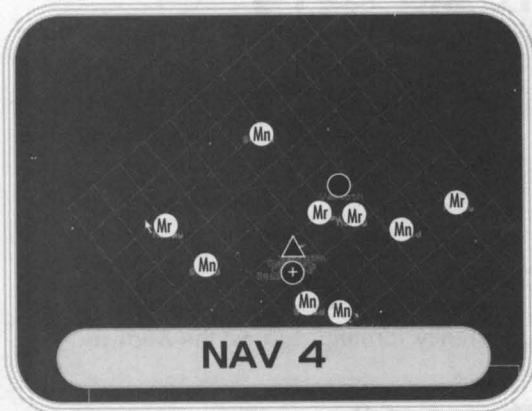
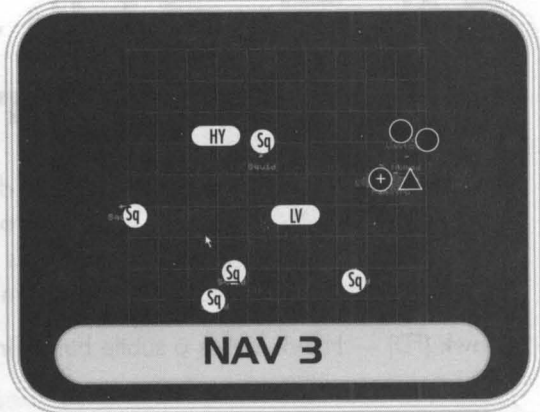
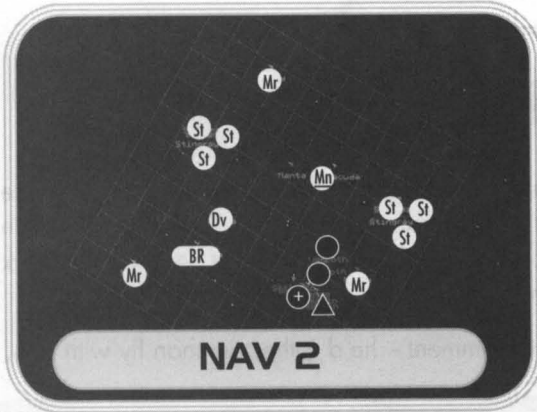


Alien Forces

NAV 2 — 3 Moray
2 Manta
6 Stingray
1 Barracuda

NAV 3 —
Wave 1 6 Squid
1 Hydra
1 Leviathan
Wave 2 1 Devil Ray

NAV 4 — 4 Moray
5 Manta



Notes

- ☛ Cap ships, torpedoes, enemy aces, Kilrathi ... this one really has it all.
- ☛ Your fuzzy new friends are skilled and *extremely* enthusiastic; let them go after the fighters.
- ☛ Need we mention that it's not a very good idea to attack a Kilrathi — even by accident. The Kilrathi don't believe in accidents.

Success/Failure

Success go to F1. / Failure you lose.



€4b: T'lan Meth — Diversionary Strike

CAG (BR) — The CAG relays new recon data that indicates a large enemy fleet, with the Midway as its probable target. The squadron you're assigned to rendezvous with during the mission is a Kilrathi squad. No one seems particularly happy about this, especially Hawk and Maniac. The CAG sternly shoots down their objections and berates them both.

Hawk (FD) — Hawk makes a subtle but definite comment – he'd rather die than fly with cats.

Combat Summary — TCSM 421.5

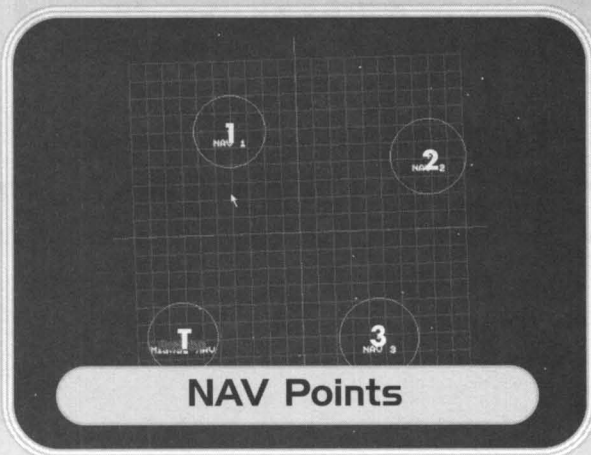
Objective Destroy inbound fighters

Your Ship Panther

Wingman 1

Other Friendly Ships 2 Shrikes (Maestro +1), 2 Panthers (Stiletto +1); 2 Dralhti and 2 Vaktoth

Briefing. You are assigned to attack an Alien supply convoy, thus creating a diversion for a surprise strike against an Alien carrier group currently forming against the *Midway*.



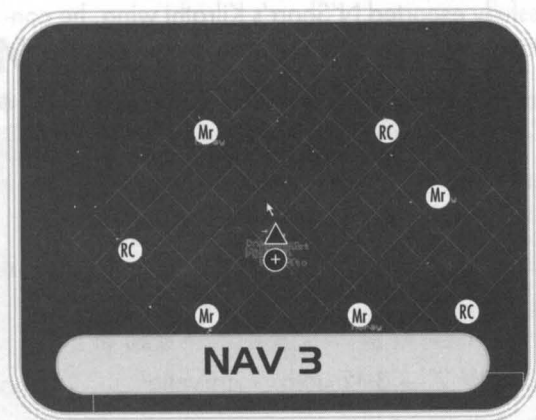
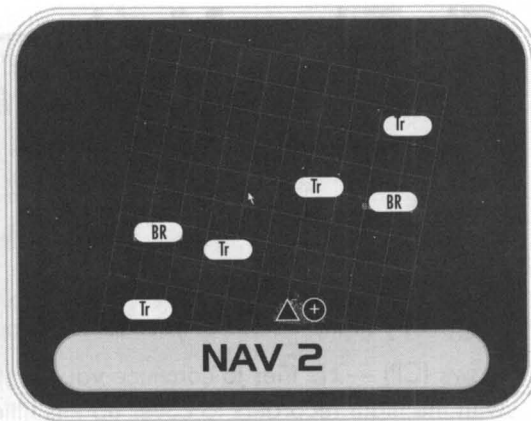
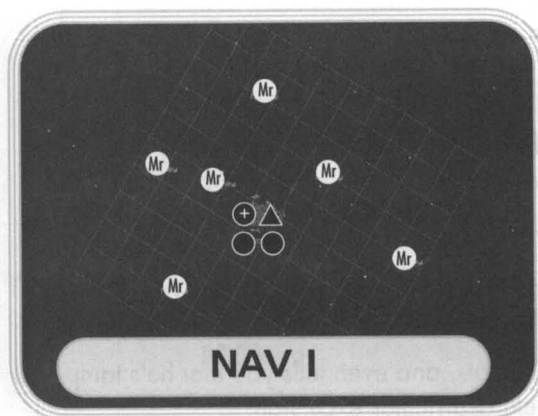
Alien Forces

NAV 1 — 6 Moray

NAV 2 —

Wave 1 4 Triton
2 Barracuda
Wave 2 8 Moray
1 Devil Ray
6 Manta

NAV 3 — 4 Moray
3 Ray Cluster



Notes

- ⊗ This is a timed mission. Clear NAV 1 as quickly as you can.
- ⊗ 15 (!) assorted enemy fighters, lead by an ace. There are words in the military for situations like this, but we can't print them. Oh, and by the way, you Panthers, just go take care of those nasty old fighters for a while, 'kay? And remember, Everything's Going According to Plan. Sheesh.

- ⊗ The transports are not really a factor in the battle. Let the bombers deal with them and concentrate on the Barracudas. Once the Barracudas are out of the way, it's a good idea to take out the transports' turrets, for safety.
- ⊗ If you're busted up enough in the final action to want to hang back, break apart those Ray Clusters and let the Kilrathi go after the Remoras — kitties love small scurrying things.
- ⊗ Need we mention that it's not a very good idea to attack a Kilrathi — even by accident. Kilrathi don't believe in accidents.

Success/Failure

Success go to F1. / Failure you lose.



Fl: T'lan Meth — Cult of Sivar Rescue

Finley (RR) — Finley confides that she can't figure out what happened to the Kilrathi prisoners on E'Loy. You imagine what Blair must be going through ... until Finley snaps you back.

Hawk (RR) — Hawk starts recounting his days with your father, Iceman.

Hawk (BR) — Hawk fumes about flying with cats. You try to reason with him. It doesn't work. He gives you the details of your father's death — information they kept out of the report.

Hawk (CP) — He tries to convince you to hit the cats, and even tells you that he's tampered with the flight recorders to cover up this little extracurricular excursion.

Kilrathi Corvette Captain (CP) — If you successfully escorted N'Sharr's Kilrathi wing, he congratulates you. If you killed his fighters but don't touch the corvette, he vows never to help Confed again.

Combat Summary — TCSM 422.7

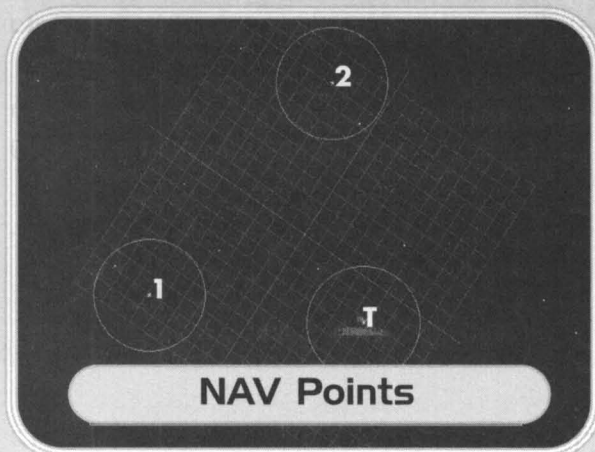
Objective None (Hawk turns off your flight recorder)

Your Ship Panther

Wingman Hawk

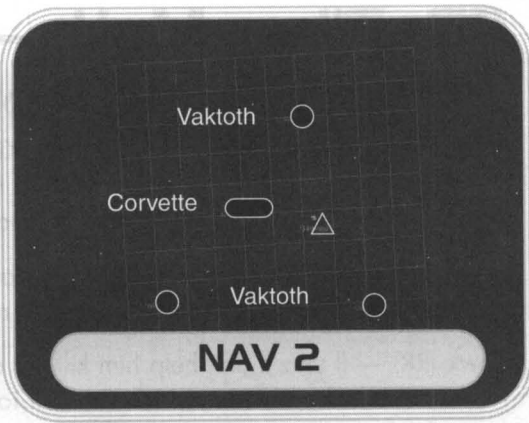
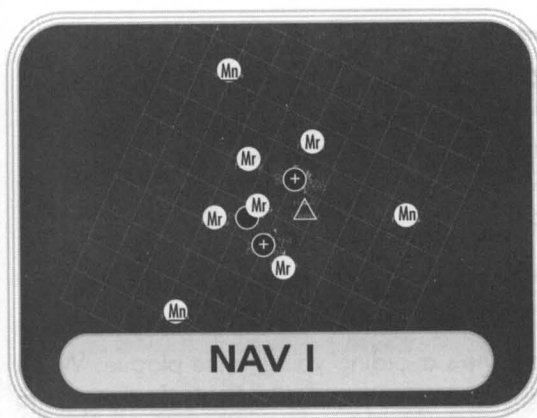
Other Friendly Ships NAV 1 — 6 Dralhti; NAV 2 — 3 Vaktoth, 1 corvette

Briefing. The *Midway's* brass has entered into an alliance with an armed sect of the Kilrathi Cult of Sivar headquartered in this system. You and Hawk are assigned to go out and reinforce a patrol of eight Dralhti under Alien attack.



Alien Forces

NAV 1 — 5 Moray
5 Manta



Notes

- ⊗ The challenge in this mission is moral, not tactical. Will you honor the new alliance with the Kilrathi, or will you take revenge for the death of your father?
- ⊗ There's nothing tricky about defeating the Alien force at NAV 1. Go for the more dangerous Mantas first.
- ⊗ If you attack the Kilrathi you won't be immediately court-martialed or lose the game, but you will face a significantly tougher challenge later on in this series, and eventually you'll have to face the consequences of your action.
- ⊗ If you decide to attack the Kilrathi at NAV 2, this is going to be another tough fight. If you saved your missiles, you'll be much better off.
- ⊗ The Dralhti are slippery, but not tough. Don't waste your missiles on them. Use guns.
- ⊗ Watch out for Dralhti on your six. They outnumber you three to one, and the Kilrathi would be happy to sacrifice one ship as designated target if it allows them to get a few others on your tail.
- ⊗ Whether you go after the corvette first and then the Vaktoths, or clear out the Vaktoths before you take on the corvette is largely a matter of your personal taste and fighting style. Either way, these are all tough ships, so once you get on one, stay on that ship until it's dead. Getting distracted and bouncing around from target to target will get you dead fast. This is especially true of the corvette, with its super-tough shields.

Success/Failure

Success / Failure go to F2.



F2: T'lan Meth — SWACS Scan of Dula 7

CAG (FD) — If you helped Hawk kill the Kilrathi, he doesn't survive, and you're on your own as far as explaining things to the CAG. Hawk's last transmission indicated that the area was clear, and your flight recorder is "damaged."

Hawk (FD) — If you didn't go along with Hawk, he's fuming, and the last thing he wants to do is talk to you. Rachel notices your flight recorder has turned up blank.

Hawk (RR) — If you didn't help him kill the cats, he's avoiding you like the plague. When you approach, he makes a brash show of force by slamming you and his knife down onto the table. Instantly, he's apologetic.

Finley (BR) — Whether or not you helped Hawk, you catch Finley at Anderson's console, intently studying a mess of transmitter cables. She's attempting to break the Alien code on the signal buoy. The message she's decoded mentions something about the "non-aligned." The second screen shows organic tissue scans.

Combat Summary — TCSM 423.8

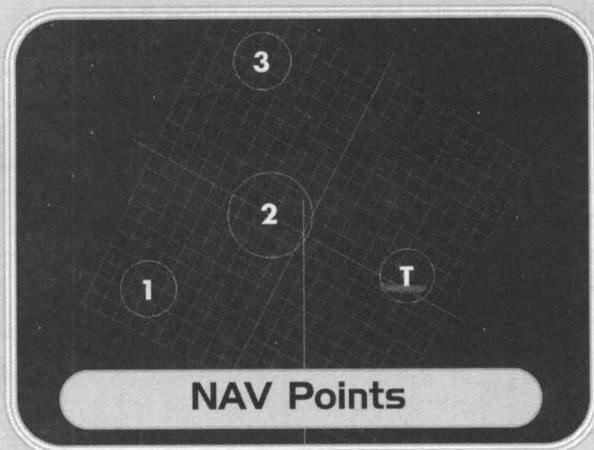
Objective Escort and defend SWACS

Your Ship Panther

Wingman Maestro

Other Friendly Ships SWACS Seahawk

Briefing. The *Midway* is planning a preemptive strike on an Alien outpost. You're assigned to escort an SWACS ship on a recon sweep through heavily patrolled enemy territory.

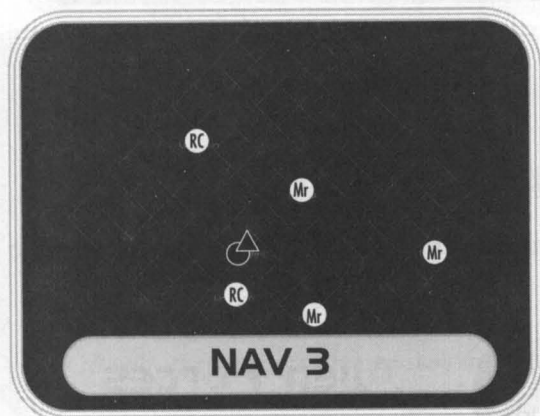
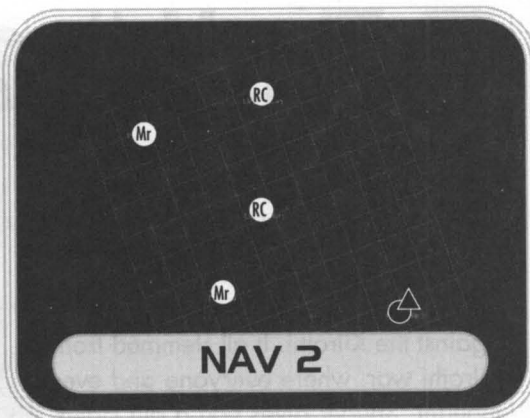
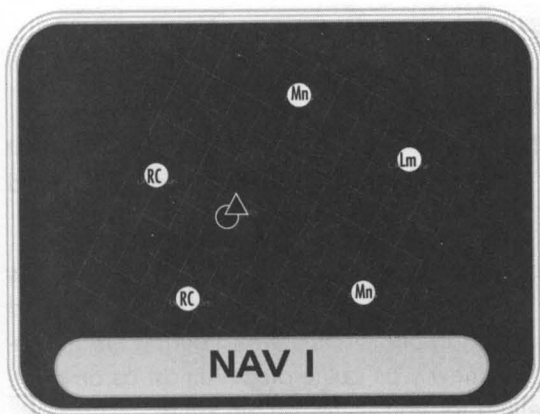


Alien Forces

NAV 1 — 2 Manta
1 Lamprey
2 Ray Cluster

NAV 2 — 2 Moray
2 Ray Cluster

NAV 3 — 3 Moray
2 Ray Cluster



Notes

- ⊗ This is pretty much a standard four-point patrol. The only wrinkle is to remember to keep an eye on the SWACS, and jump on anything that's attracted to it.
- ⊗ You can use your missiles at NAV 1, since it has the most (and most dangerous) enemies. Or, if you prefer, you can try to dogfight through the first couple of NAV points, and save your missiles until such time as your ship starts to take damage.

Success/Failure

Success go to F3. / Failure go to F4b.



F3: Tlan Meth — Shrike Bomber Assault

Stiletto (FD) — (If Hawk Survived F1) As you ponder your mission stats, Stiletto tells you that Hawk's MIA. There's not much chance that he survived the two Alien squadrons that jumped him, and SAR can't detect an ejection pod.

Spyder (RD) — Spyder is packing Hawk's locker when you walk in, and you respect his absence with a moment of silence. Spyder relates the history behind Hawk's intense hatred against the Kilrathi. It all stemmed from the destruction of his home world during the Terran-Kilrathi war, where everyone and everything he knew was obliterated. Almost as an afterthought, Spyder gives you a gift Hawk left behind for you — his prized knife.

Combat Summary — TCSM 424.4

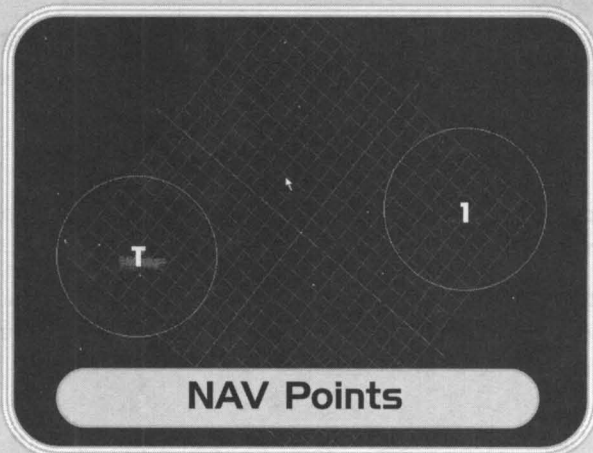
Objective Eliminate Alien destroyer

Your Ship Shrike

Wingmen 2

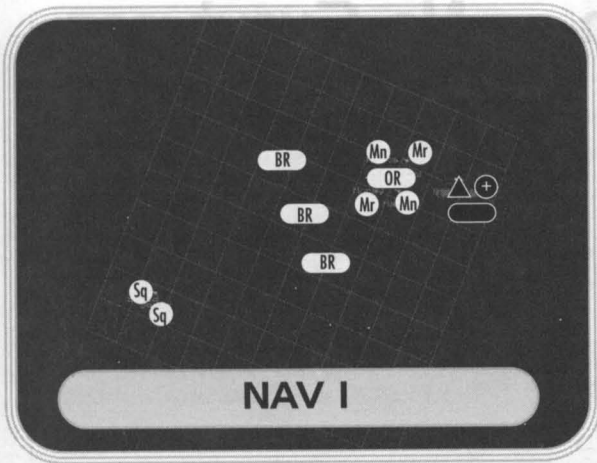
Other Friendly Ships 4 Panthers (Stiletto +3)

Briefing. The Aliens have sent a destroyer group to attack the *Midway*. You're assigned to take it out before it can arrive.



Alien Forces

NAV 1 — 2 Manta
2 Moray
2 Squid
3 Barracuda
1 Orca



Notes

- ✿ In this one you get to deal with a whole school of Barracudas. While their forward lasers are devastating, they can only fire straight ahead. Get behind them and match their speed and you'll be much safer. They have massive defenses, and it will take a long time to make one go down.
- ✿ You don't have a lot of escorts for this mission, so you might want to try to thin the enemy herd with a barrage of FF missiles early on. The faster the enemies get eliminated, the faster your escorts will get to the destroyer's turrets.

Success/Failure

Success go to F4a. / Failure go to F4b.

Success/Failure

Success go to F5. / Failure you lose.



F4a: Tlan Meth — No Survivors

There are no conversations in this mission.

Combat Summary — TCSM 425.0

Objective Engage and destroy fighters at NAV 1

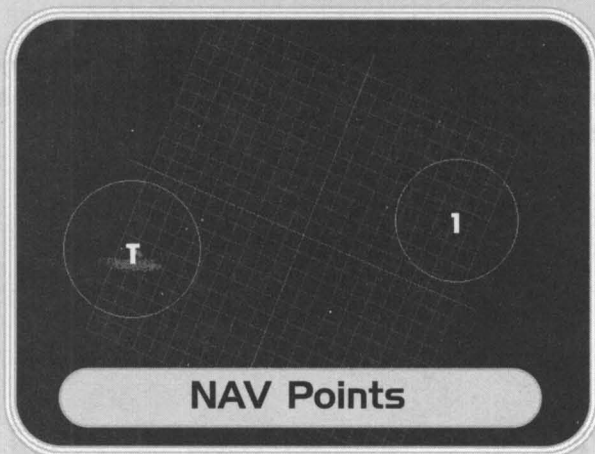
Bonus Protect friendly craft

Your Ship Panther

Wingmen 2

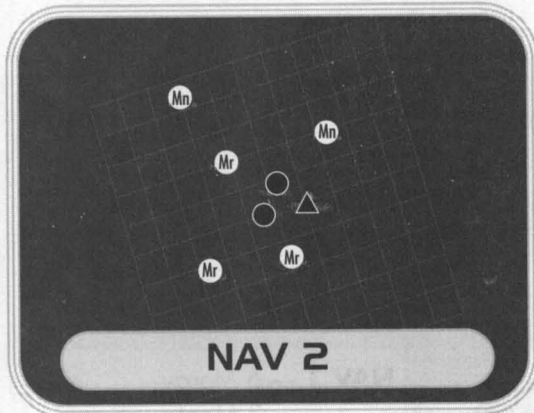
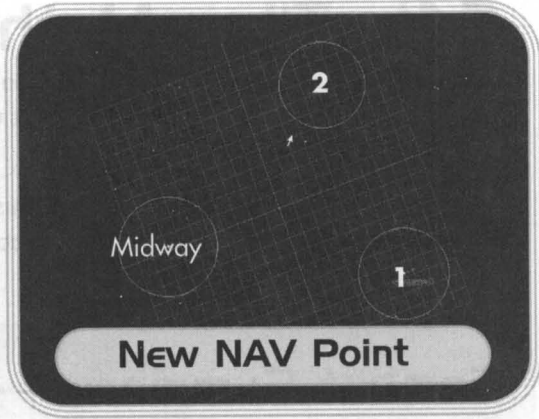
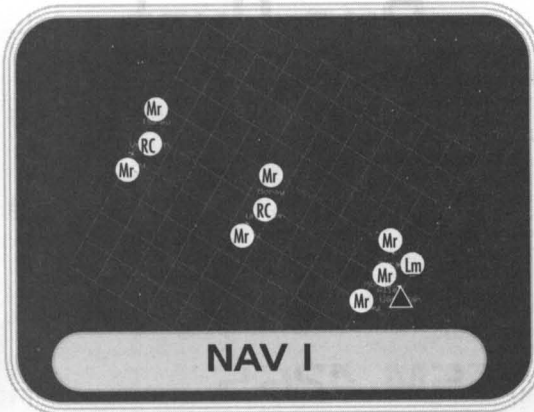
Other Friendly Ships NAV 3 — 2 Panthers

Briefing. The time has come to sweep away the last of the outlying enemy fighter defenses in preparation for the final assault on the enemy base. You're assigned to clear a NAV point of all enemies. During the fight, you get a distress call from one of the other attack wings that needs help.



Alien Forces

NAV 1 — 7 Moray
2 Ray Cluster
3 Lamprey
NAV 2 — 3 Moray
3 Manta



Notes

- ⊗ This is the mission you get if you won the previous mission. It's far easier than the alternative.

- ⊗ If you let any of the Lampreys get away, they'll alert the alien force and the *Midway* will be attacked by 14 Manta bombers and 6 regular Manta. If this happens, the carrier will be destroyed. There's no way to save it except to kill those Lamprey and prevent the attack entirely.
- ⊗ Unless you're seriously damaged, there's absolutely no reason not to go help the cornered wing.
- ⊗ To answer the distress call, you'll have to go to your NAV map and manually change your destination from the *Midway* to NAV 3 (right click on the new NAV point).

Success/Failure

Success go to F5. / Failure you lose.



F4b: T'lan Meth — Bug Hunt

Maniac (RD) — Maniac offers a “pep” talk and suggests that you improve your performance. As he strolls out the door, he makes a point of “accidentally” running into your head with his elbow.

Anderson (CP) — Midway through the mission, Anderson calls you back to support the Midway, which has fallen under Alien attack.

Combat Summary — TCSM 426.5

Primary Engage and destroy fighters at NAV 1; Defend *Midway*

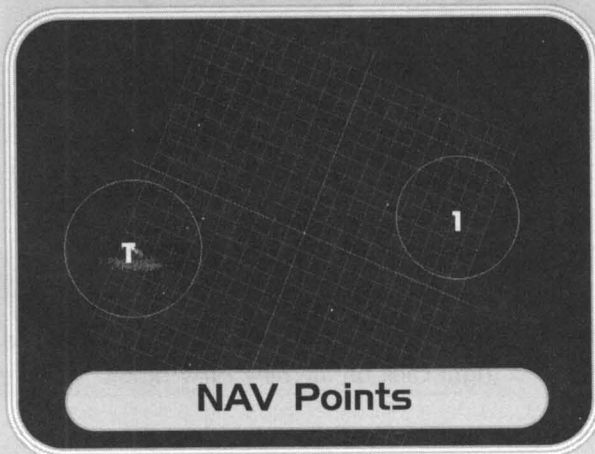
Bonus Protect friendly craft

Your Ship Panther

Wingmen 2

Other Friendly Ships NAV 2 — 2 Panthers; *Midway* — 4 Panthers

Briefing. Your mission is the same as in F4a, but you get two distress calls during the fight — one from a stranded wing, and one from the *Midway*.



Alien Forces

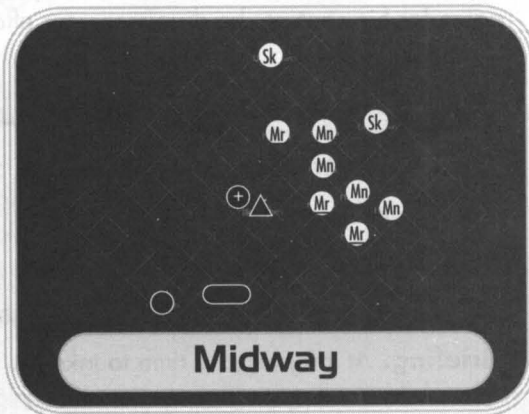
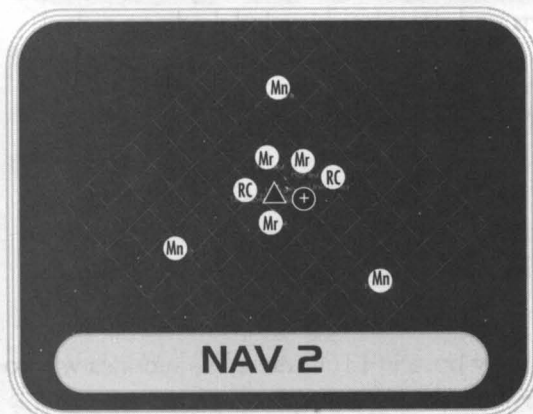
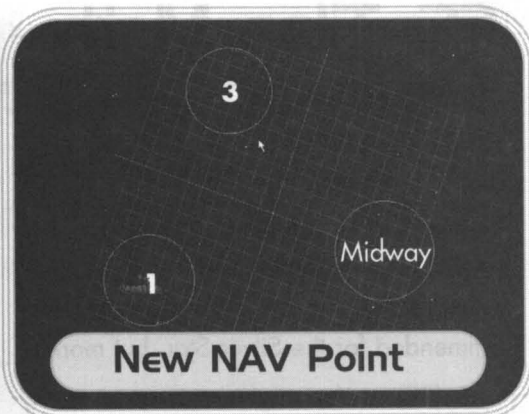
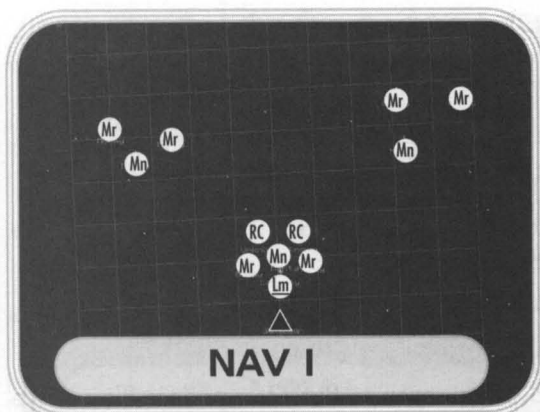
NAV 1 — 6 Moray
3 Manta
2 Ray Cluster
2 Lamprey

NAV 2 — 3 Manta
3 Moray
2 Ray Cluster

Midway

Wave 1 6 Moray
0/4 Manta
2 Skate

Wave 2 3/2 Moray
5/3 Manta
1 Skate



Notes

- ⊕ You fly this mission if you failed to destroy the Orca destroyer in F3.
- ⊕ You are allowed to rescue the trapped wing, but if you do there'll be more Aliens waiting for you at the *Midway*. You'll face seven Manta rather than three in the first wave, and an extra Moray and two more Manta in the second.
- ⊕ This is a long grueling fight with the worst at the end. If you have a hard time in the first fight, think seriously about whether you can take the extra aggravation from the rescue mission.
- ⊕ In defending the *Midway*, do whatever it takes to take out the red Mantas early and thoroughly. They're the ones that will make torpedo runs on the carrier.

Success/Failure

Success go to F5. / Failure you lose.



F5: T'lan Meth — Storming the Rock

CAG/Dekker (BR) — You learn that marines are landing on Dula Seven. You're to support them, as well as gather Intel on the Aliens and rescue any prisoners you might find.

Dekker (CP) — You receive a series of VDU comms from Dekker as his units move into Dula Seven, search it, then retreat before the station blows.

Stiletto (FD) — She approaches you gently, and her softer side emerges. You've been recommended for the Silver Star, but more importantly, Blair was rescued.

Blair (BR) — Your nightmares come to an end as you enter to find Commodore Blair in the captain's chair. He's weak, but obviously happy to be back onboard. As you start to apologize for his capture, he dismisses your efforts and describes his mind-dredging ordeal.

Combat Summary — TCSM 427.2

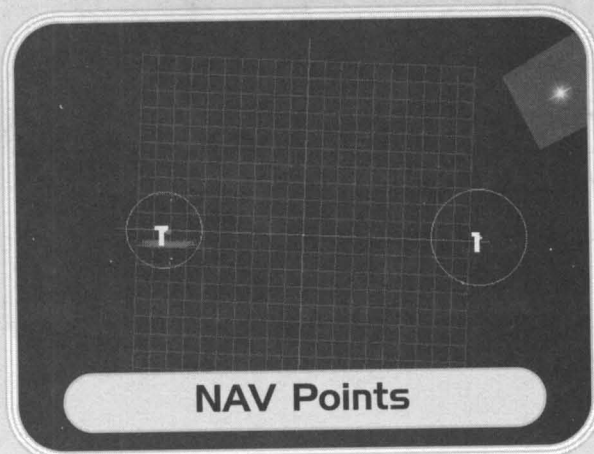
Objective Escort and defend Dekker

Your Ship Panther

Wingmen Maestro +2

Other Friendly Ships Marine LC, 4 Panthers (2nd wing, Stiletto +3)

Briefing. At long last, it's time to take the enemy base in T'lan Meth. The marines will go in and do the dirty work — your job is to get them there in one piece.



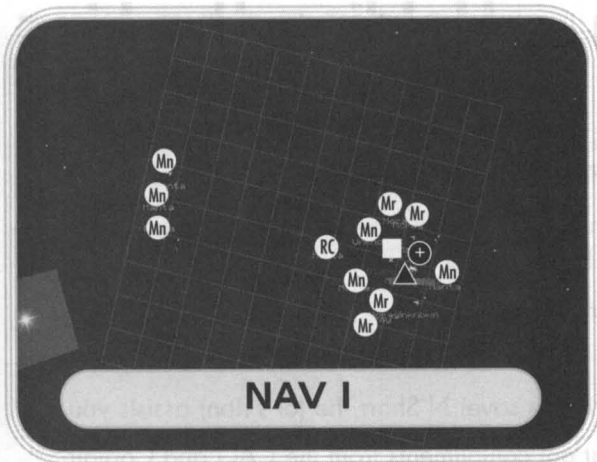
Alien Forces

NAV 1 —

Wave 1 7 Manta
4 Moray
1 Ray Cluster

Wave 2 0-3 Squid*
5 Moray

* See **Notes**



Notes

- As usual, the Aliens are one step ahead of you. The base is empty and set to self-destruct.
- The trick here is that this is a timed mission — and the clock starts the second you leave the *Midway*. You have five minutes on the mission clock — just barely enough time for the marines to get in and out of the base. Pull out all the stops to get quick kills outside, so you'll be ready to bug out as soon as the marines are back in the sky.
- By all means use up your missiles early, to clear out as many of those pesky Mantas as you can at the start of the battle.
- The Squid in the second wave are variable. You can encounter 0 to 3.

Success/Failure

Success go to F6a. / Failure you lose.



F6a: T'lan Meth — Holding the Line

If you helped Hawk kill the Kilrathi in F1:

CAG (BR) — After the briefing, the CAG questions you about the Kilrathi on E'Loy. All contact there has been lost since your and Hawk's little shooting spree against N'Sharr.

CAG/Captain (FD) — When you land, these two are furious — they've figured out what happened during the cat-killing mission with Hawk and confront you.

If you rescued/attempted to rescue N'Sharr:

CAG (BR) — Before you take off, she lets you know that the Kilrathi wish to return your favor.

N'Sharr/J'Ron (CP) — If you saved (or tried to save) N'Sharr, he (or J'Ron) assists you.

CAG/Captain (FD) — Upon landing, you get compliments from the CAG and Captain.

Combat Summary — TCSM 428.0

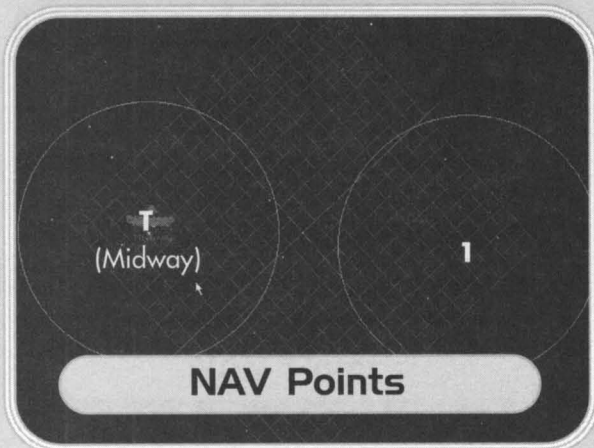
Objective Engage enemy fighters at NAV 1; Defend Midway

Your Ship Panther

Wingmen 2

Other Friendly Ships NAV 1 — 3 Vaktoth; Midway — Midway, 4 Panthers

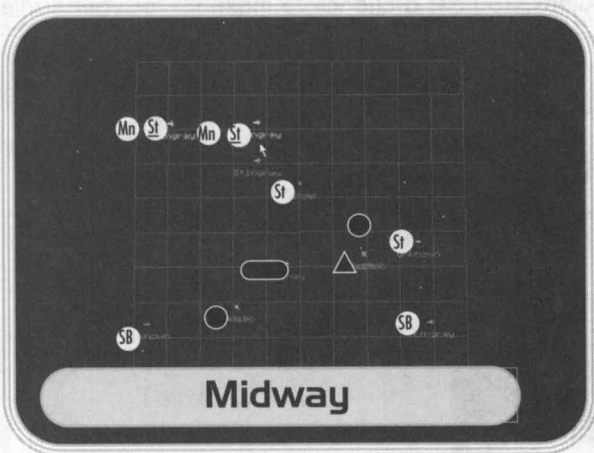
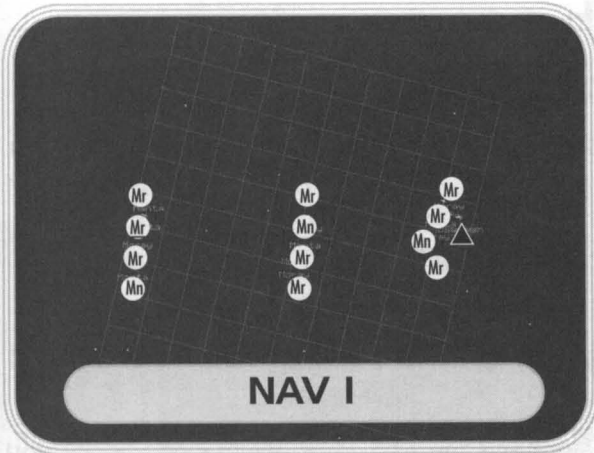
Briefing. Having been forced out of the T'lan Meth system, the Aliens throw a large force of fighters at the Midway to cover their retreat. You are assigned to intercept one wing of fighters, then fall back to the Midway to assist in her defense. If you aided the Kilrathi, it pays off when a wing of Vaktoth comes to your aid in the battle.



Alien Forces

NAV 1 — 9 Moray
3 Manta

Midway —
Wave 1 4 Stingray
3 Manta
2 Skate-B
Wave 2 2 Stingray
3 Manta
1 Skate-B
Wave 3 3 Manta
3 Stingray



Notes

- ⊗ This is the climactic mission to this series if you didn't betray the Kilrathi.
- ⊗ It may be tempting to send your FFs into the middle of that inviting cluster of 7 Moray at NAV 1, but you're probably better advised to save your missiles for the battle at the carrier.
- ⊗ Don't be shy about letting the Vaktoth take point in the fight at NAV 1. The Kilrathi are here to prove something — let them.

Success/Failure

Success (didn't kill Kilrathi in F1) go to G1. / Success (killed Kilrathi in F1) go to F6b. / Failure you lose.



F6b: T'lan Meth — Panther Scramble

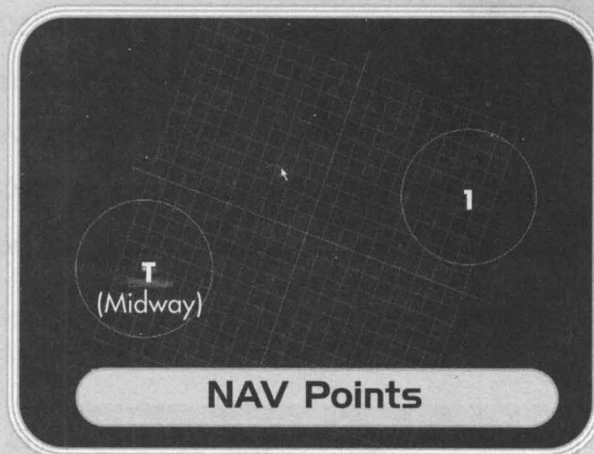
During the battle for the *Midway* you get a call from some Kilrathi who need help against a lot of Aliens.

Combat Summary — TCSM 429.5

Objective Intercept inbound fighters **Wingman** 1

Other Friendly Ships *Midway* — *Midway*, 4 Panthers, 4 Wasp; NAV 1— 5 Dralhti, 1 Kilrathi corvette

Briefing. As with F6a, this mission represents the *Midway*'s defense against the last assault group sent out by the fleeing Aliens. You get a chance to make up for your earlier betrayal of the Kilrathi by going to the aid of a Corvette under heavy assault.



Alien Forces

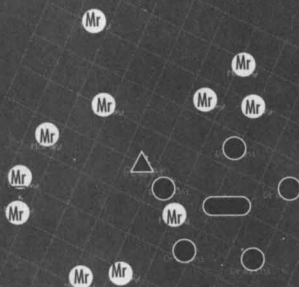
Midway —

- Wave 1 5 Manta
3 Stingray
2 Skate-T
- Wave 2 3 Stingray
- Wave 3 3 Stingray
2 Skate-T
- Wave 4 5 Manta

NAV 1 — 12 Moray



Midway



NAV I

Notes

- ⊗ This is one of the most grueling missions in the game. If you accept the Kilrathi distress call, almost 40 Aliens will have to be dispatched before it's over.
- ⊗ If you betrayed the Kilrathi at the start of the series, you have to go to their aid in this mission. Otherwise you'll be branded you'll be arrested and court martialed for your treachery (i.e., you lose).
- ⊗ On one level it really doesn't matter when you deploy your missiles — by the end of the mission you won't have enough. Theoretically, try to use all except the FFs against the bigger ships attacking the *Midway*. The Morays attacking the Kilrathi are too small and slippery for anything except FFs to be of much help.

- ⊗ When fighting with the Kilrathi, don't hesitate to let the corvette take the brunt of the attack, while you hold back and try to harass the enemy from the flanks. This is particularly true if you've already sustained some damage.

Success / Failure

Success go to G1. / Failure you lose.



GI: G'mar — Operation: Ambush

Stiletto/Maestro (FD) — These two can't resist teasing you about your "big head" as you exit the Flight Deck. They're kidding, of course

CAG (BR) — You get a pep talk from the CAG.

Anderson (CP) — Throughout this mission, you receive sporadic comm messages from Anderson.

CAG (CP) — When you return to the carrier, the CAG tells the Wolfpack they've been reassigned to the *Midway*.

Combat Summary — TCSM 530.4

Objective Destroy radar array

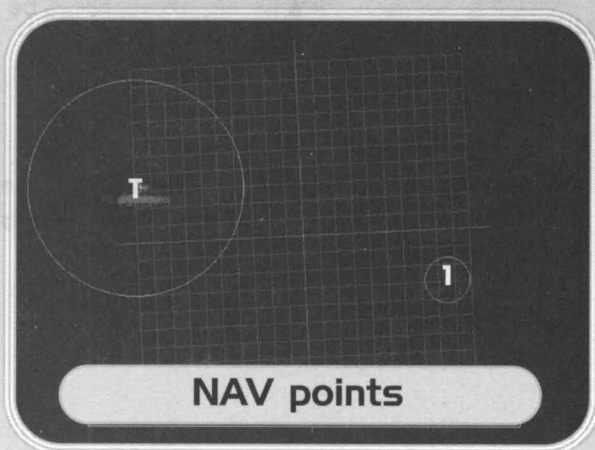
Secondary Ambush remaining Alien fleet

Your Ship Shrike

Wingmen 2

Other Friendly Ships 4 Panthers; NAV 1 — 4 Vampire

Briefing. The Aliens have modified a Confed radar station as a high-powered jammer. You're assigned to destroy the station. Once the station is secured, you are to lure any remaining Aliens in the area to a nearby jump point, where they'll be ambushed by incoming Confed reinforcements.



Alien Forces

NAV 1 —

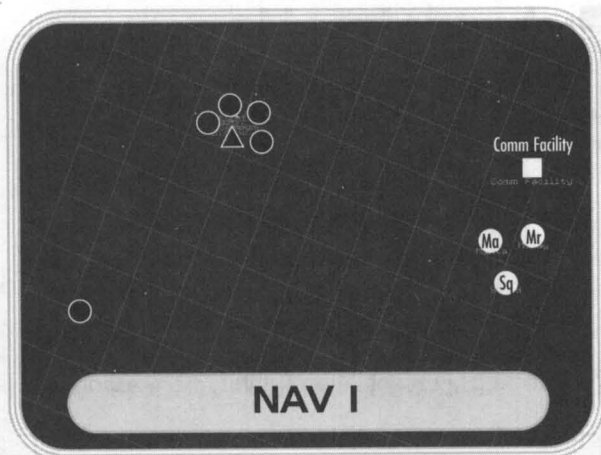
Wave 1 1 Moray
1 Manta
1 Squid
4 Stingray*

Wave 2 3 Manta
4 Moray

Wave 3 3 Manta
4 Moray

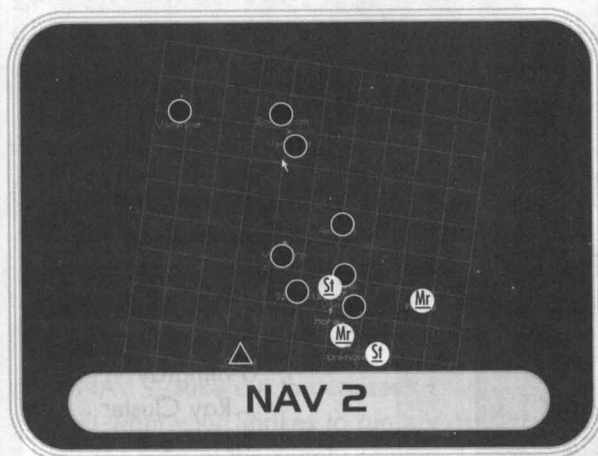
NAV 2 — 6 Stingray
4 Moray

* see "Notes"



Notes

- ⊗ The Stingray at NAV 1 are automatically replicating. Every time you take three out, three more will fly in to replace them. This will continue until the Vampire reinforcements arrive.
- ⊗ This means your best bet is to take out all the fighters except one Stingray, then take evasive action until you're told to make the break for the jump point.
- ⊗ The reinforcements, in the form of four Vampire heavy fighters, will arrive shortly after you fly-by the jump point. The third wave of Aliens will not arrive until the Vampires are on the scene.
- ⊗ Unless you're just looking to increase your kill score (and particularly if your ship is hurting) feel free to stay on the defensive once the reinforcements arrive, and let the Vampires take the brunt of the rest of the battle. That's what they're there for. You've done your part.



Success/Failure

Success / Failure go to G2.



G2: G'mar — Extermination

Maniac (RD) — As you go in to suit up, you find an unusually dejected Maniac sitting on a bench. He's just lost his first two rookies as squad commander, and his perceived cloak of invulnerability has failed him. You offer a few words of encouragement, followed up by a friendly elbow smack to his head. On his way out, he gives you a genuine look of thanks ... even if he can't find the words.

Combat Summary — TCSM 531.7

Objective Prevent Alien cap ships from escaping; Prevent Alien fighters from escaping

Secondary Attempt to cripple Alien comm station

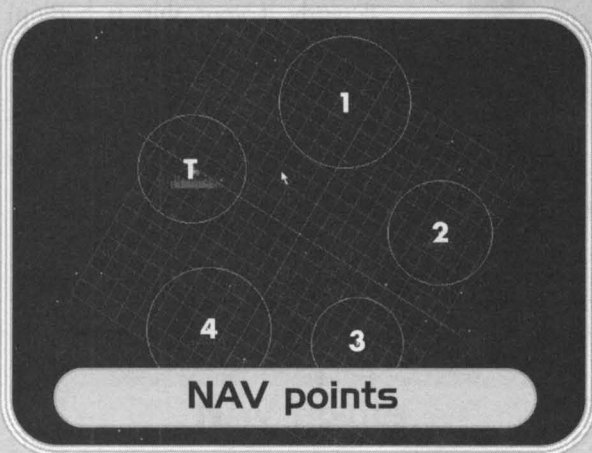
Bonus Protect Alpha wing during patrol; Eliminate 50% of Alien fighters

Your Ship Panther

Wingmen 4

Other Friendly Ships 5 Shrike

Briefing. Now firmly on the offensive, the *Midway* sends you out to escort a small bomber wing on a mission to eliminate an enemy cruiser and a supply convoy.



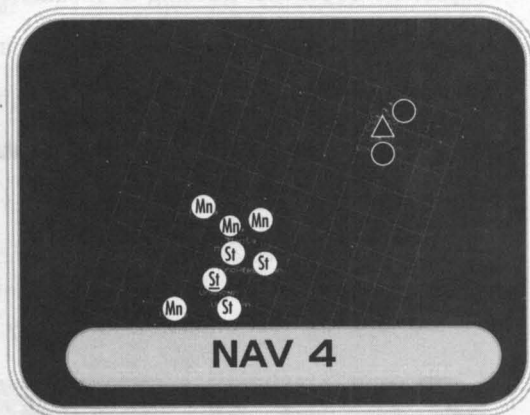
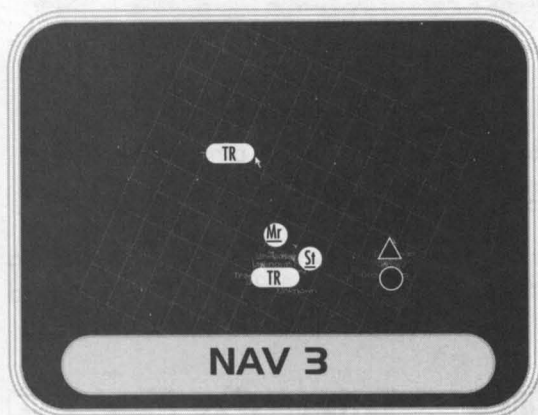
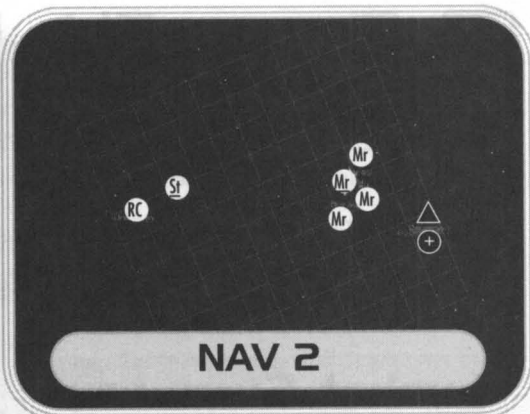
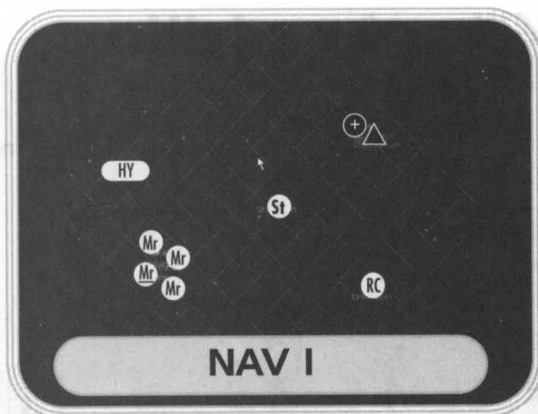
Alien Forces

NAV 1 — 6 Moray
6 Stingray
1 Ray Cluster
1 Hydra

NAV 2 — 4 Moray
1 Ray Cluster
6 Stingray

NAV 3 — 8 Moray
6 Stingray
2 Triton

NAV 4 — 6 Manta
6 Stingray



Notes

- ⊗ At NAV 1, take out the cruiser's shield generators and turrets as fast as you can. You don't want your Shrikes to run out of Torpedoes or (even worse) lose a bomber before you get them to the supply convoy.
- ⊗ Disrupt the Stingray clusters as quickly as possible. Give their Plasma cannon the minimum time against friendly ships.
- ⊗ If you didn't eliminate the comm station in the last mission, your bombers can take another shot at it at Nav 3.

Success/Failure

Success / Failure go to G3.



GB: G'mar – Ship Killer Acquisition

CAG (FD) — The CAG's recommended you for the Flying Cross.

Blair/Finley (BR) — An image of a Ship Killer and its destruction is playing on the briefing screen. This ship is the one that annihilated the Kilrathi fleet in H'rekka.

CAG/Finley (CP) — You're instructed to attack the Ship Killer's main engines and power plant.

Dekker (CP) — Dekker's team has infiltrated the ship and secured the plasma firing mechanism.

Combat Summary — TCSM 532.9

Objective Successful docking of shuttle

Alpha Wing Protect Alpha Wing during insertion

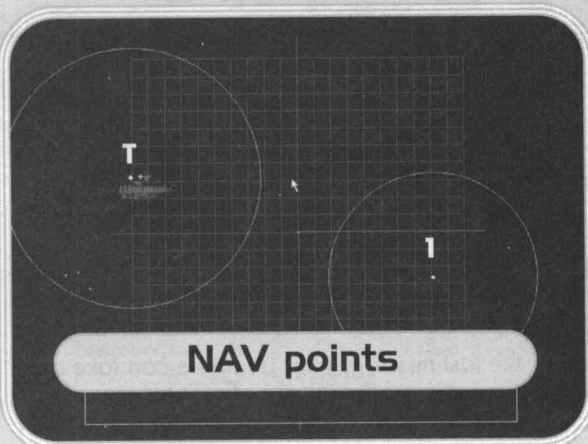
Bonus Destroy Destroy Alien ace fighter (in Devil Ray)

Your Ship Shrike

Wingmen Maestro +1

Other Friendly Ships Marine LC, 5 Vampires (Maniac + 4)

Briefing. The *Midway's* uncovered evidence of an Alien super-weapon, a ship killer with a plasma weapon that can destroy a whole fleet in one shot. One such ship killer is dry-docked in G'mar System. Your mission is to destroy it before it can be launched on the *Midway*.



Alien Forces

NAV 1 —

Wave 1 1 Kraken

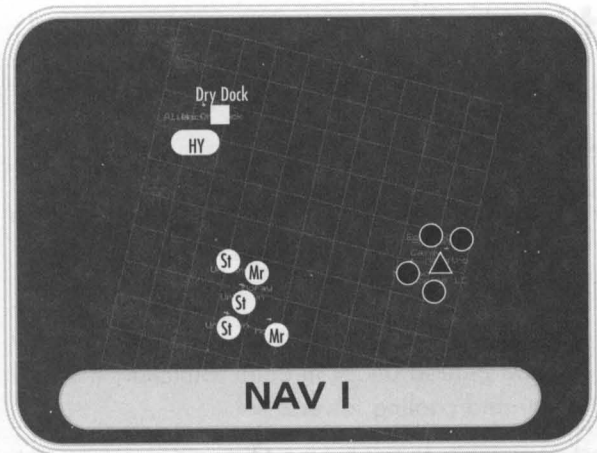
3 Moray

3 Stingray

Wave 2 8 Squid

Wave 3 1 Devil Ray

* See "Notes"



Notes

- Since you're in a bomber, not a fighter, the best way to deal with the Devil Ray ace that shows up at the end of the fight is probably a massive barrage of IRs, so save up.
- Once the ship killer kicks loose of the dry dock, it becomes obvious why they sent a couple of bombers along on this mission. Because its defenses aren't anywhere near full, the Kraken is a big, easy target.

Success/Failure

Success and choose Vampire go to H1a. / Success and choose Devastator go to H1b. / Failure you lose.



H1a/H1b: Hrissith — Vampire Escort Duty/ Devastator Assault Duty

Maniac (RR) — Maniac has voluntarily relinquished his squadron commander position. He then gets to watch you collect a medal and a promotion to the Wolfpack.

Finley (BR) — Finley's managed to download blueprints from the ship killer, and accompanies you to the Briefing Room. The CAG, Rachel and Blair are there waiting for you. Finley theorizes that the blueprints are part of a grand plan to attack through artificially induced wormholes, powered by massive energy array and cooling towers.

Everyone agrees that this presents a perfect opportunity to test out the *Midway's* newly mounted Alien plasma weapon. Finley's not convinced that this will succeed, but she'll give it a shot.

Combat Summary TCSM 633.0/634.5

Objective Eliminate carrier

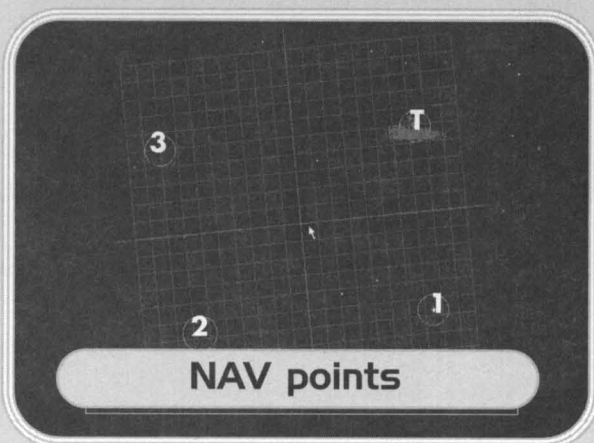
Alpha Wing Defend bombers; Eliminate Alien fighters; Eliminate carrier shield emitter; Eliminate 66% of carrier turrets

Your Ship Vampire / Devastator

Wingmen Maestro, Stiletto + 1

Other Friendly Ships 4 Devastators, (H1a) / 4 Vampires, 4 Panthers (H1b)

Briefing. Thanks to the recently arrived reinforcements, the *Midway* is at last ready to commission its third squadron, and you're assigned to it. For your first mission, you're sent out in a strike force against an enemy carrier. As an added bonus, you get to pick whether you want to lead the bomber wing in a new Devastator, or the escort wing in a new Vampire.



Alien Forces

NAV 1, NAV 3 —

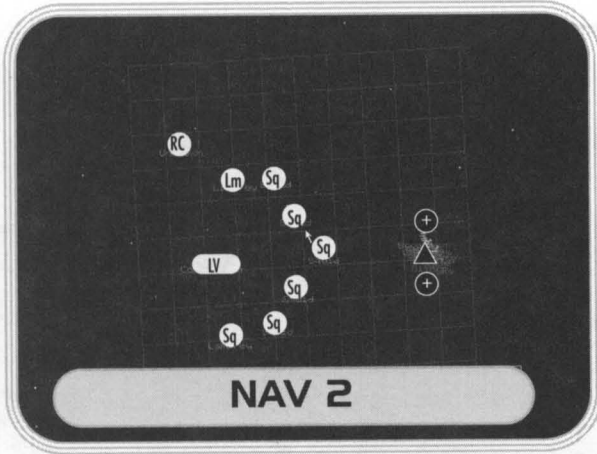
Random chance for 5 Moray

NAV 2 — 5 Squid

2 Lamprey

1 Ray Cluster

1 Leviathan



Notes

- ⊗ Whether you pick the fighter or the bomber, you're flying as part of the same mission – just in a radically different capacity. Spyder will command the wing you turn down.
- ⊗ There's nothing particularly tricky about this mission. It's a chance to get acquainted with the new tech. The biggest challenge in either version will be the carrier – disarming it to clear the way for the torpedo runs in a Vampire, or actually making the torpedo runs in a Devastator.
- ⊗ If you pick the Devastator, make sure to try out its Plasma cannon against the Leviathan's components.

Success/Failure

H1a: Success and choose Vampire go to H2a. /
Success and choose Devastator go to H2b. / Failure go to H2b.

H1b: Success and choose Vampire go to H2a. /
Success and choose Devastator go to H2b. / Failure go to H2a.

Success/Failure

Success and choose Vampire go to H2a. /



H2a: Hrissith — Vampire Mine Sweep

No conversations occur before this mission.

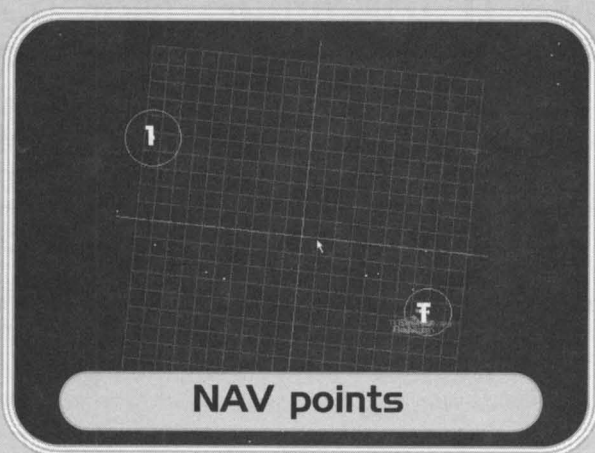
Combat Summary — TCSM 635.0

Objective Destroy all mines; Eliminate Alien fighters; Destroy mine layers

Your Ship Vampire

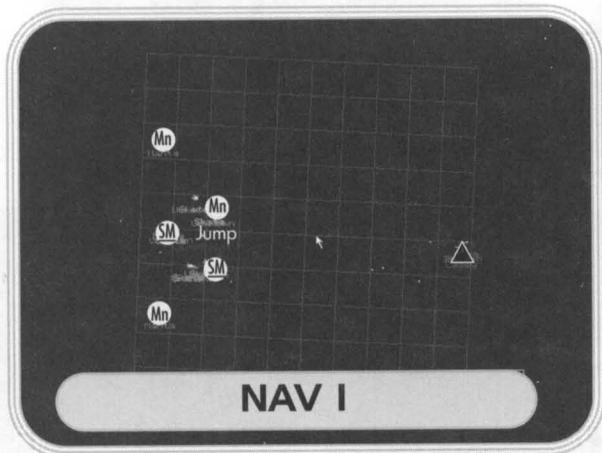
Wingmen 3

Briefing. The Aliens are laying mines in the *Midway's* path. You're assigned to take a wing of Vampires out and clear the area.



Alien Forces

NAV 1 — 5 Skate-M
3 Manta



Notes

- ⊗ Here's how it works — In H1, you got to choose between flying a Devastator or a Vampire. If you won that mission, you get to pick again for this mission. If you *lost* the last mission, you get assigned to the ship-type you didn't pick last mission. Got it?
- ⊗ Unlike the H1 missions, the two H2 missions couldn't be more different.
- ⊗ Go after the Skate-M mine layers first and blast them out of existence with full guns – it leaves less to clean up later. If necessary, keep your wingmen focused on a single mine layer, so they don't get distracted by all the light fighters swarming around (you can attack another mine layer at the same time).
- ⊗ Once the mine layers are gone, this mission is basically a skeet-shoot. You had a chance to try out your new Vampire last mission, but this mission you give it a real workout.
- ⊗ The little Skates are good missile targets – they don't have any decoys. If you don't want to waste missiles on them, be prepared for some serious dogfighting.
- ⊗ Remember to watch your tail. The biggest threat to your ship is Mantas or even Skates that latch on to your six while you dogfight one up front.
- ⊗ Don't forget to take a final housekeeping pass through the area after the fight, to clean up the mines.

Success/Failure

Success / Failure go to H3.



H2b: Hrissith — Devastator Mine Sweep

No conversations occur before this mission.

Combat Summary — TCSM 636.5

Objective Eliminate cruiser

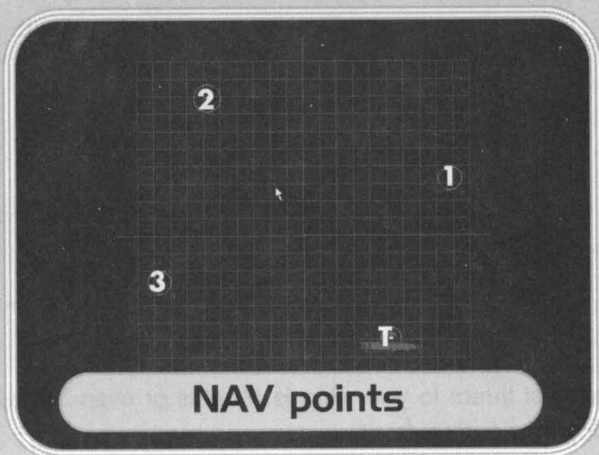
Alpha Wing Eliminate 66% of carrier turrets

Your Ship Devastator

Wingmen Maestro +2

Other Friendly Ships 4 Panthers (Stiletto +3); (NAV 1) 4 Vampires

Briefing. While a fighter patrol clears mines out of the *Midway's* path, you're assigned to a bomber group attacking Alien cap ships that threaten the flanks.

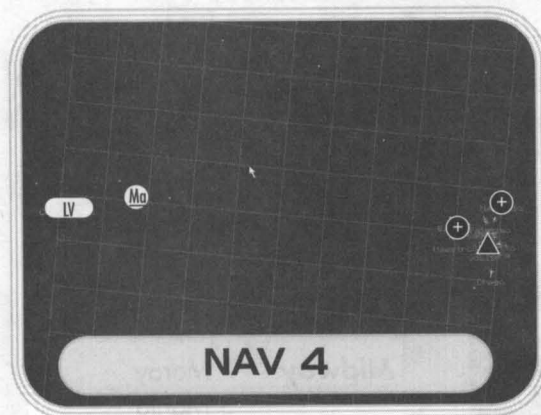
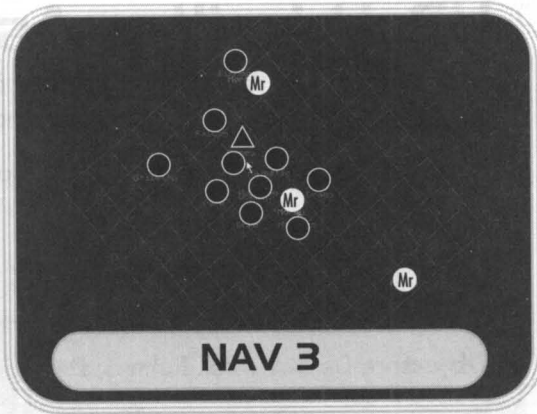
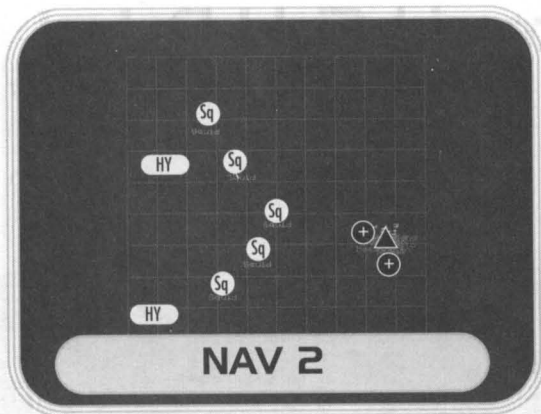


Alien Forces

NAV 2 — 5 Squid
2 Hydra

NAV 3 — 3 Moray

NAV 4 — 1 Leviathan
7 Manta



Notes

- ⊗ Here's how it works — In H1, you got to choose between flying a Devastator or a Vampire. If you won that mission, you get to pick again for this mission. If you *lost* the last mission, you get assigned to the ship-type you didn't pick last mission. Got it?
- ⊗ Unlike the H1 missions, the two H2 missions couldn't be more different.

- ⊗ You've seen this trick before by now. You're ordered out in a bomber to take on a couple of small-to-medium cap ships, then get called on at the last minute to take on a really big cap ship with what's left over. If you watch your Torpedoes, you can do it.
- ⊗ You've got plenty of fighter cover on this one. Don't let anything ride your tail, but don't get distracted from delivering the torps.
- ⊗ If you start to run short of torps, remember you can use your Plasma gun against the cap ship component.

Success/Failure

Success / Failure go to H3.

Success/Failure

Success / Failure go to H4.



H3: Hrissith – Asteroid Field Patrol

Anderson (CP) — Anderson informs you that they're picking up a signature wave from your data that indicates the position of a second Ship Killer.

Finley (CP) — She downloads your data on the Alien ship and gives you a virtual pat on the back over the Comm VDU.

Combat Summary — TCSM 637.8

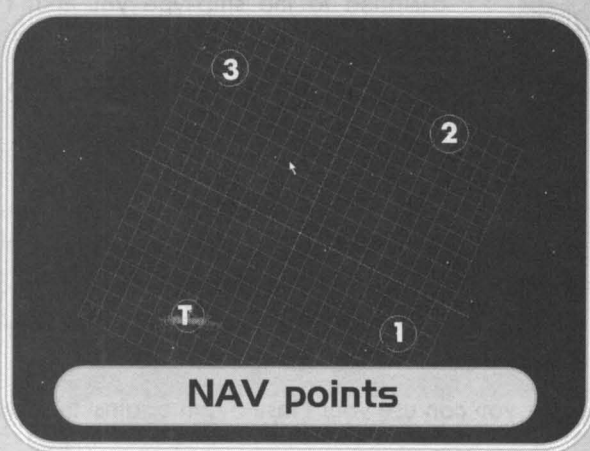
Objective Destroy Alien fighters; Defend Midway

Your Ship Vampire

Wingmen 3

Other Friendly Ships (Midway) Midway, 4 Vampires

Briefing. You're assigned to make a standard four-point patrol through the asteroid field, but there are a couple of surprises along the way. First you have to repel a light assault against the *Midway*, then you stumble on the second Alien ship killer.



Alien Forces

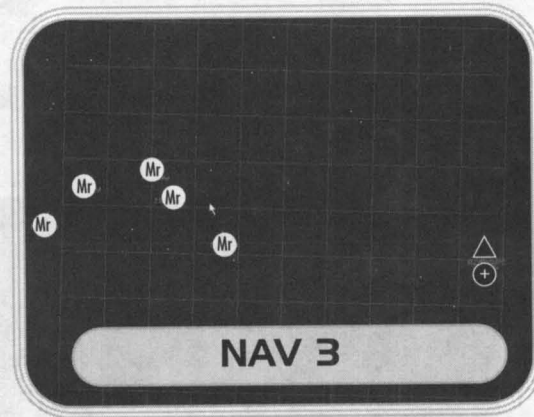
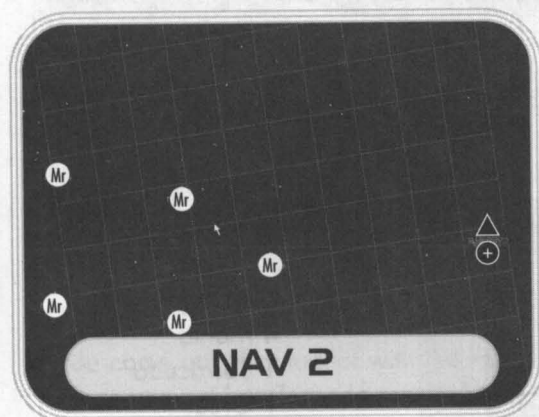
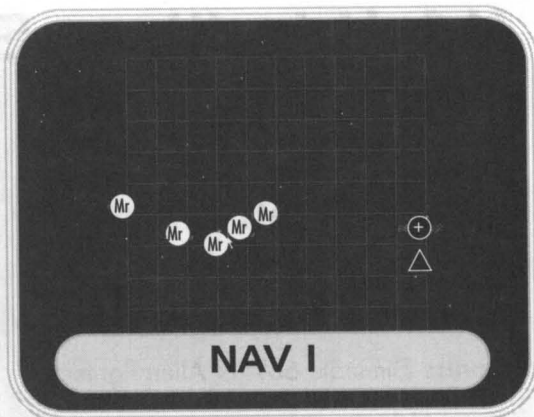
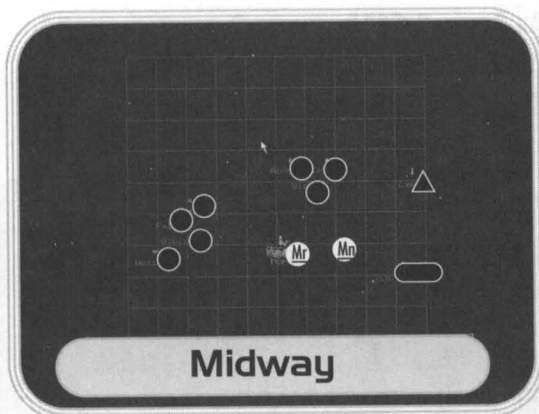
Midway — 7 Moray
3 Manta

NAV 1 — 5 Moray

NAV 2 — 5 Moray

Hidden (NAV 4) — 1 Kraken

NAV 3 — 5 Moray



Notes

- ⊗ The meat of this mission consists of four fights against inferior enemy forces. It's essentially a test of endurance and consistency.
- ⊗ Since the *Midway* isn't in serious danger, don't waste your missiles in the first engagement. The Morays don't seriously threaten the *Midway*, let the ship's escorts handle them. Concentrate on the Mantas, which can harm the carrier.
- ⊗ You get to try out a prototype of the new LRIR missile. It still has a few bugs.
- ⊗ There is nothing you're supposed to do — and in fact nothing meaningful you *can* do — with the Kraken, so play tourist for a few seconds and get out.

Success/Failure

Success / Failure go to H4.

H4: Hrissith — Ship Killer Assault

No conversations occur before this mission.

Combat Summary — TCSM 638.3

Objective Eliminate Kraken ship killer

Alpha Wing Eliminate Alien fighters and additional capital ships

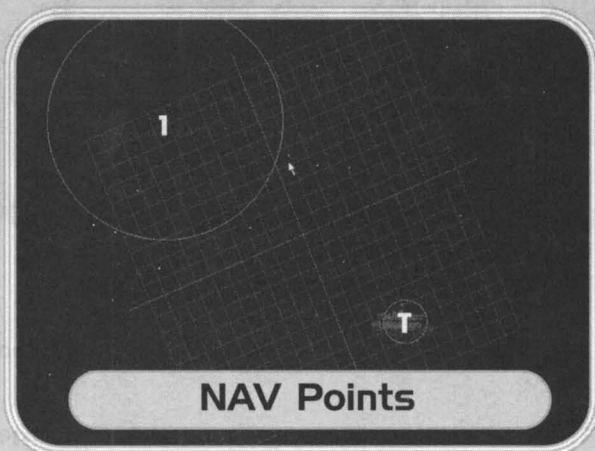
Bonus Eliminate 66% of Alien fighters

Your Ship Devastator

Wingmen Maestro + 2

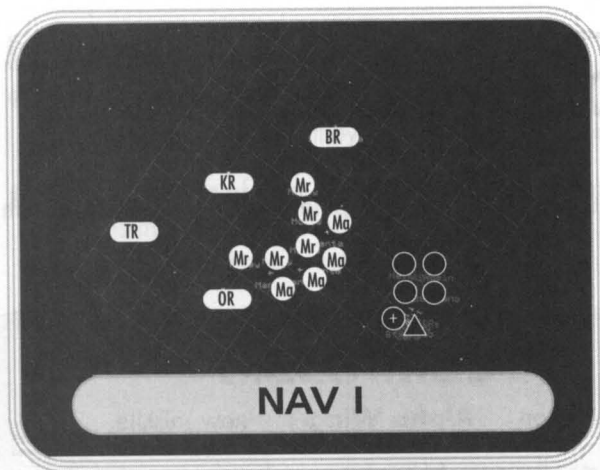
Other Friendly Ships 6 Vampires

Briefing. Having found the enemy ship killer, you now have to take it out before it can get to the *Midway*.



Alien Forces

NAV 1 — 5 Moray
 4 Manta
 1 Barracuda
 1 Orca
 1 Kraken
 1 Triton



Notes

- ⊗ Although fighter support is significant, the focus for this mission is taking out the cap ships.
- ⊗ Your shields have been enhanced starting in this mission, which should improve your survivability.
- ⊗ You come out of autopilot with the Kraken right in front of you. Afterburn straight at it. Once you get into Torpedo range, kill your afterburners. If you're timing's right (and the shield emitters get taken out in good time), you should be able to get your first Torp off towards the bridge or engines before you get closer than the edge of the carrier's gun's range.
- ⊗ Don't waste time going after Manta and Morays (at least not until the cap ships are taken care of), that's not what the Devastator is for. Concentrate on your Torpedo runs, and let your automatic turrets handle the main part of discouraging the alien fighters.
- ⊗ As always, remember your Plasma gun when your torps start to get low.

Success/Failure

Success / Failure go to H5.



H5: Hrissith — Plasma Gun Defense

If you won H4:

Stiletto (FD) — Even though she expresses it ever so slightly, Stiletto is quite impressed with the way you took out the Kraken in the last mission.

Combat Summary — TCSM 639.6

Objective Defend *Midway's* plasma weapon **Alpha Wing** Test new missile

Bonus Eliminate 66% of enemy fighters; Eliminate 66% of enemy bombers

Your Ship Vampire

Wingmen Maestro +3

Other Friendly Ships *Midway*, 4 Vampires, 8 Wasp (Maniac +7)

Briefing. Using technology obtained from Alien ships, Tech Services has begun construction of a plasma weapon capable of taking out a small fleet with a single shot. However, the Aliens have observed that something is up and are mounting a major bomber attack against the *Midway*. You're assigned to repel the attackers. On the plus side, Tech thinks they've gotten all the bugs out of the enhanced missiles and shields.



Alien Forces

Midway —

Wave1 6 Moray
 6 Stingray

Wave 2 6 Moray
 6 Stingray



Notes

- ⊗ Those bomber clusters pose the major threat to the Midway. They're what you want to get to first, well before they can start their torpedo runs.
- ⊗ Notice that one of your objectives on this mission is to test those nifty new enhanced LRIR missiles in the field. (Yeah, like you might not ...) They're effective against both Stingray & Morays, and have a range of 18,000K.
- ⊗ You have three other wings to help with cleanup, so go ahead and use those nice shiny new missiles to bust the bombers up fast.

Success/Failure

Success go to H6. / Failure you lose.



H6: Hrissith – Painting the Target

Blair/CAG (BR) — Due to your successes, the Midway is ready to test out its new plasma weapon against the Alien fleet. The CAG praises you in front of everyone, causing you to turn a few shades redder.

Finley (CP) — After you clear the path to destruction, Finley warns you to get out of the area and readies the new weapon. A moment later, you hear Rachel give the order to fire.

The next scene is both devastating and impressive, as a swirling ball of plasma amasses on the tip of the Alien Plasma gun. It pulses for several seconds, then streaks toward the heart of the enemy fleet, exploding into a massive, electrical fireball. In mere moments, a circular shock wave emanates from the blast and is sure to catch your ship on its crest.

If you're too close, you're as good as dead. If you manage to outrun the blast, you make it safely back to the Midway.

Combat Summary — TCSM 640.8

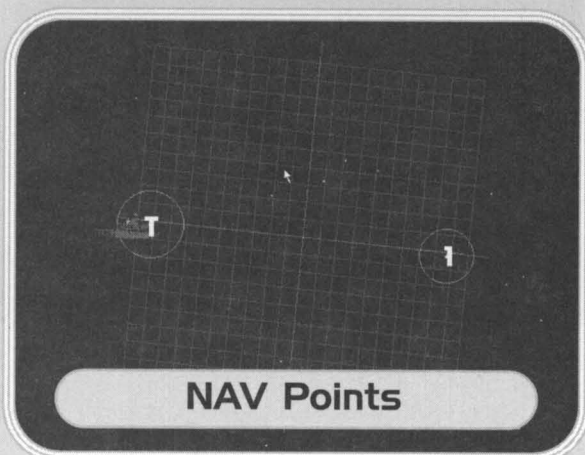
Objective Attach targeting disk to transport

Your Ship Devastator

Wingmen Maestro +2

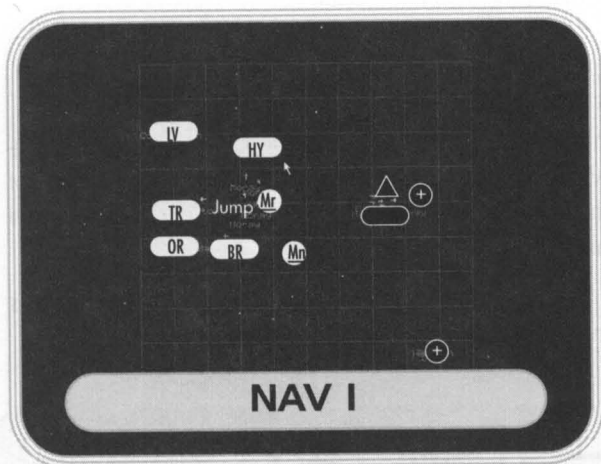
Other Friendly Ships Midway, 4 Vampires

Briefing. The Midway is prepared to test its new secret weapon on an enemy carrier group. However, for the weapon to work a small primer-nuke has to be delivered to the heart of the fleet. You're assigned to deliver the primer to an enemy transport, then get out fast!



Alien Forces

NAV 1 — 5 Moray
3 Manta
1 Barracuda
1 Triton
1 Orca
1 Hydra
1 Leviathan



Notes

- ⊗ This mission is easier than it looks at first. If you choose the quick 'n' easy path it's zip in, zip out and watch the fireworks. For a quick win, just afterburn straight towards the transport, launch the targeting disk and afterburn back towards the Midway.
- ⊗ Of course, if you want to pump your kill total a bit you can go after a couple of those Morays or the Barracuda. There's no reason why you have to engage the enemy at all, however, unless one of them happens to get in your way.
- ⊗ And unless you're just really, really, annoyed with those pesky Aliens, there's no reason to mess with the carrier at all. Feel free to take that as a challenge, though.
- ⊗ Once the primer disk is delivered, just spin around and afterburn out. Don't worry about forming up your wingmen — they'll take care of themselves.

Success/Failure

Success go to 11. / Failure you lose.



II: Kilrah — Fleet Remnant Destruction

Zero/Stiletto/Maestro (RR) — As the Alien fleet lies smoldering, you join your friends for a bragging session. The CAG and captain show up to remind everyone that the path to victory is not yet complete. Finley says that the Plasma gun can't be used again without endangering the Midway. Finally, Blair suggests that you and Maestro get some rest.

Blair/CAG (RD) — These two are in a battle of words. The CAG's shooting down Blair's attempt to get back on the flight line, and he's visibly distraught about it.

Combat Summary — TCSM 741.2

Objective Ensure destruction of Alien cap ships at NAV 1 & 2

Alpha Wing Protect Alpha Wing during strike

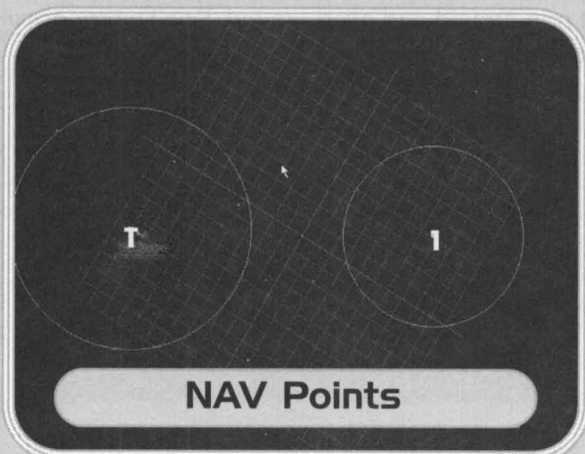
Bonus Eliminate 50% of fighters

Your Ship Vampire

Wingman Stiletto +2

Other Friendly Ships 3 Devastators; NAV 2 — 2 Vampires, 1 Devastator

Briefing. Having arrived in the Kilrah system, you're assigned to escort a wing of bombers tasked to establish a beachhead by taking out patrolling Alien cap ships. In the middle of your mission, you get a distress call from another bomber wing.



Alien Forces

NAV 1 —

Wave 1 12 Moray
1 Leviathan

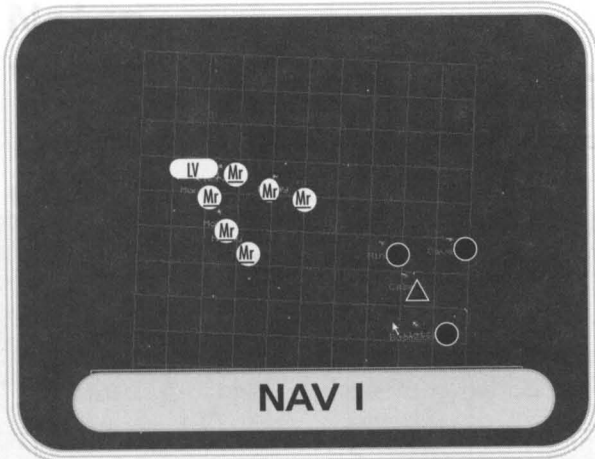
Wave 2 6 Manta

Wave 3 6 Moray

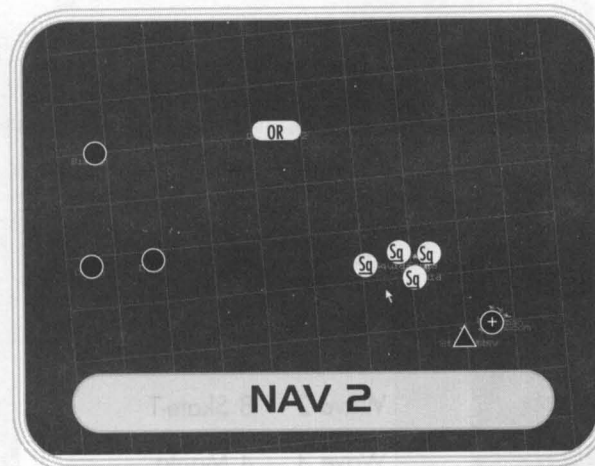
NAV 2 —

8 Squid

1 Orca



NAV 1



NAV 2

Notes

- ☉ You've taken out carriers before, but this mission is challenging because of limited resources. There's no room for error, particularly when engaging the carrier's turrets.
- ☉ Even though the Leviathan carrier's fighter defenses are fairly stiff, you probably want to take out the fighters before moving on to the carrier itself. In this situation you definitely want to worry about one problem at a time.
- ☉ On top of everything, you have to save another wing's butt on the way home. The extra ships at NAV 2 are pretty beat up, but they will be of some help against the Squids.
- ☉ If your bombers don't have enough ordnance left to take out the destroyer at NAV 2, don't worry about it. The important thing is that you rescued the bomber wing survivors.

Success/Failure

Success / Failure go to I2.



12: Kilrah — Cap Missile Interception

CAG (CP) — The CAG tells you to intercept the incoming Alien bombers and missiles.

Combat Summary — TCSM 742.3

Objective Protect Midway from CAPMISS attacks

Alpha Wing Destroy Alien bombers

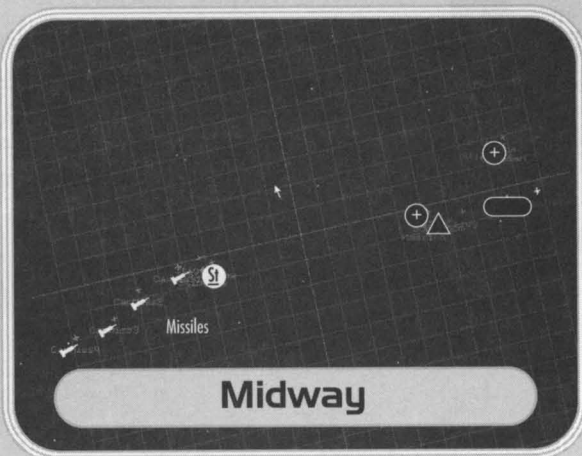
Bonus Protect Alpha Wing

Your Ship Wasp

Wingman Maestro

Other Friendly Ships 2 Panther (Maniac +1), 3 Vampire (Stiletto +2)

Briefing. The enemy has launched a volley of long-range ballistic missiles at the Midway, supported by bombers and a large force of fighters. You're assigned to intercept the missiles and defend the carrier.



Alien Forces

Wave 1	3 Stingray
	4 CAP Missiles
Wave 2	8 Skate-T
Wave 3	4 Manta
	4 Moray
Wave 4	4 Manta
	4 Moray



Notes

- ⊗ The secret here is to hit your Wasp's boosters ([B]) as soon as you're out of the tube. Head straight towards the lead missile at full boost, and it'll be right in front of you when your boosters fizzle.
- ⊗ Enhanced IR missiles blow up CAP Missiles real good. While it may be annoying to use your best missile against a target that doesn't shoot back, those CAP Missiles are moving too fast to count on chasing them down and blasting them individually. Let the IRs do the chasing for you.
- ⊗ As soon as the missiles are dealt with, you have to turn around and deal with a wing of bombers. (Do what you have to to get clear of the Stingrays – but the bombers are a bigger priority.)
- ⊗ Once the bombers are dealt with the Aliens, apparently just out of spite, send waves of Mantas and Morays after you. By now you're probably out of missiles. If you're damaged as well, withdraw and let the Vampires take the heat for awhile, and don't hesitate to let the Midway get some close-range turret practice against the Morays. Try to take out the Mantas, though, before they close with the carrier. Their Plasma cannon can hurt the *Midway*.

Success/Failure

Success go to I3a. / Failure you lose.



Ba: Kilrah — Dreadnought Support Assault

Stiletto (CP) — Stiletto's in deep trouble, and she requests immediate assistance at NAV 2.

Combat Summary — TCSM 743.0

Objective Destroy enemy cruiser force

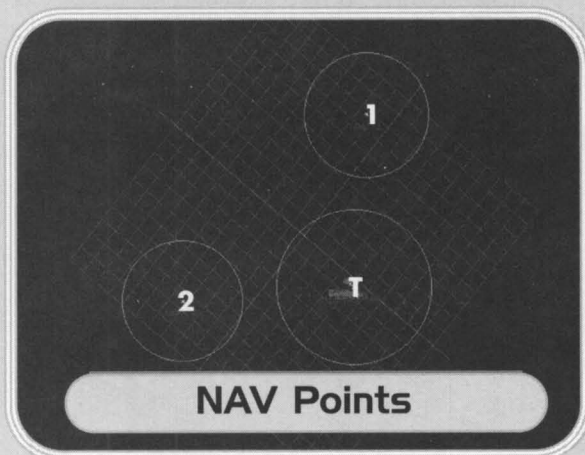
Bonus Eliminate 50% of Alien fighters; Protect Alpha Wing during patrol

Your Ship Devastator

Wingmen 3

Other Friendly Ships 5 Vampire; NAV 2 — Devastator, 2 Vampire (Stiletto +1)

Briefing. Closing in on the enemy dreadnought, you are sent out to break through the defensive cap ships deployed around it. Once again, you are called upon to go to the assistance of a threatened wing at a second NAV point.



Alien Forces

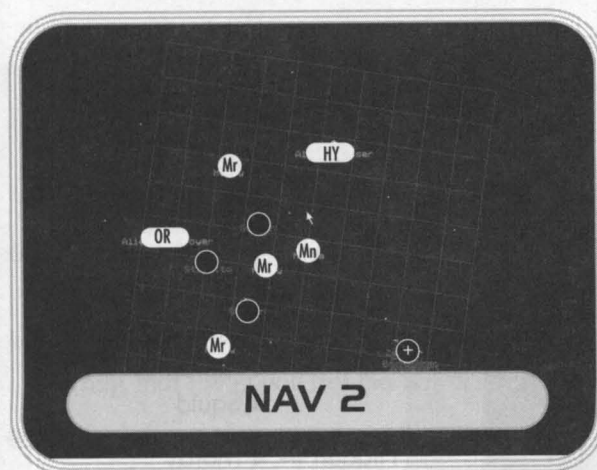
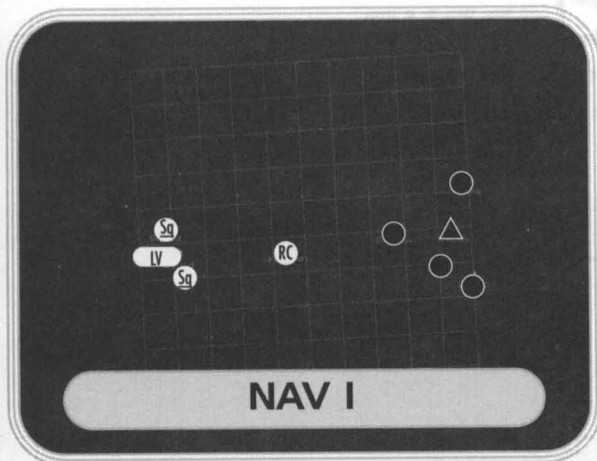
NAV 1 —

Wave 1 4 Squid
1 Ray Cluster
1 Leviathan

Wave 2 6 Moray
2 Squid

NAV 2 —

3 Moray
1 Orca
1 Hydra



Notes

- ✪ Basically, this is a replay of I1, where you face a tough cap ship battle with a small force, and are then called away to help another wing against another cap ship. The differences are: this time it's Stiletto you're saving, this time you're flying a bomber, and the first battle is much longer and more exhausting.
- ✪ Stay focused on the cap ships. Remember what the Vampires are there for, and what you're there for.
- ✪ Remember, if a pesky fighter gets on your tail, you can go to rear view and use your back turret to brush him off.

Success/Failure

Success go to I4. / Failure go to I3b.



I3b: Kilrah — Cleanup

CAG/Anderson (CP) — This mission is another scramble — you get your briefing and NAV information from these two once you've taken off. You're to take out any damaged enemy ships you can track down in the area.

Combat Summary — TCSM 744.5

Objective Eliminate Alien strike force

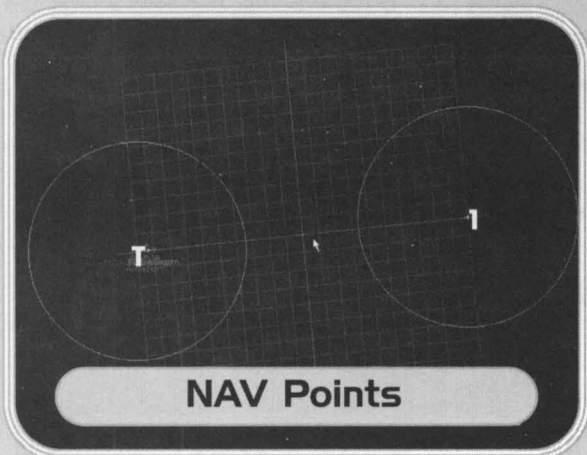
Bonus Eliminate 50% of Alien fighters

Your Ship Devastator

Wingman 4

Other Friendly Ships 4 Panther

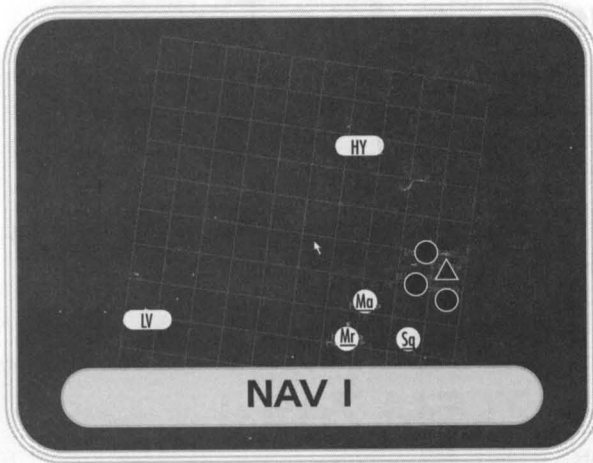
Briefing. The enemy is sending a carrier and a cruiser right down the Midway's throat. You're assigned to take a bomber out and stop the Alien strike force.



Alien Forces

NAV 1 — 4 Manta
1 Hydra
1 Leviathan
4 Moray
4 Squid

Hidden — 4 Moray



Notes

- ⊗ If the theme of the series so far has been “doing more with less,” this is the ultimate realization of that principle. The Aliens have two major cap ships and 12 fighter escorts against some bombers and Panthers.
- ⊗ By now the theme should be familiar. Remember what your job is and concentrate on it. Let the Panthers take care of the fighters, while you go after the cap ships.
- ⊗ Unfortunately, you’ll probably have to clear turrets yourself while the Panthers are busy. But hey, that’s why you got the Big Gun. Use it.
- ⊗ In fact, if you’re going to survive this one, you’ll need to use every trick in the Devastator’s arsenal. Missiles, torpedoes, the rear gun, the Plasma gun ... be ready to use any of these at any given moment.
- ⊗ On the way back you get jumped by 4 Moray at a hidden NAV point (not shown).

Success/Failure

Success go to I4. / Failure you lose.



I4: Kilrah — Defang the Beast

CAG (BR) — The CAG calls the briefing to order and lays out a plan to knock out the Alien dreadnought's defenses. Blair interrupts to suggest using a training missile barrage as a distraction to the primary attack. The CAG is clearly annoyed, but manages a smile when she realizes that it just might work. In a moment, the scramble alarm sounds.

Anderson (CP) — Anderson reminds you that your primary objective is to take out the dreadnought's bridge or engines, then her turrets.

Combat Summary — TCSM 745.4

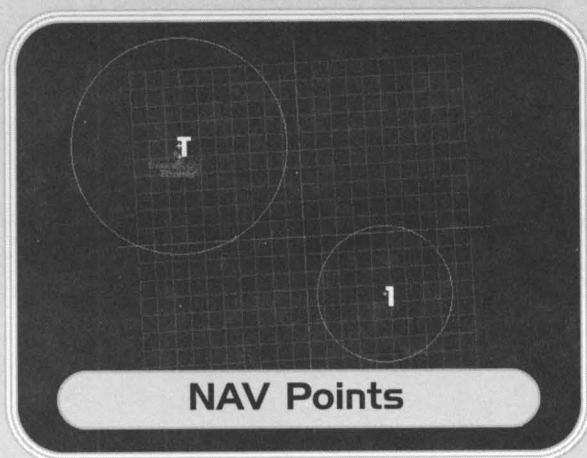
Objective Destroy dreadnought's turrets

Bonus Destroy dreadnought engine shield emitter;
Eliminate 50% of Alien fighters

Your Ship Vampire

Wingmen 4 (Spyder +3)

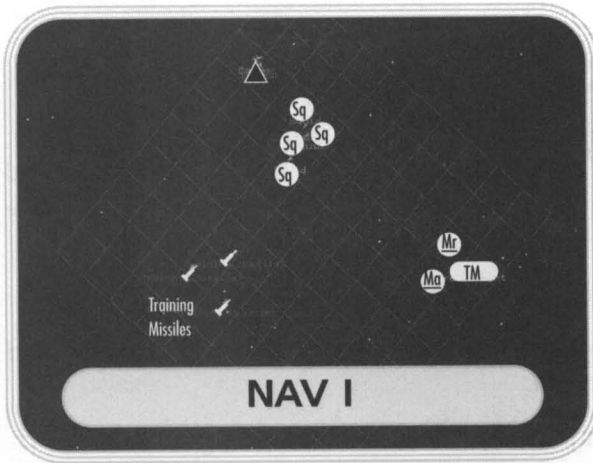
Briefing. Instead of trying to destroy the Tiamat outright, Tactical has decided it makes more sense to try to soften it up a bit first. You're assigned to a wing of Vampires tasked with engaging the super-ship and disabling as much of its offensive potential as possible.



Alien Forces

NAV 1 —

Wave 1 4 Squid
1 Tiamat
Wave 2 6 Squid
4 Moray
Wave 3 8 Manta
6 Stingray



Notes

- ☛ Take out all escorts before moving within range of the Tiamat. You'll need to concentrate on one thing at a time.
- ☛ Remember that your priority target is the turrets. Don't go wasting ordinance on the shield emitters until you've completely wiped out the ship's gun and missile capability.

Success/Failure

Success / Failure go to 15.





15: Kilrah — Dreadnought Assault

Maestro/Stiletto/CAG (FD) — As you all check your stats, the CAG tells you not to de-suit; you're about to make a second pass at the Tiamat. Almost immediately, you're scrambled again. Hopefully you destroyed all of the turrets in the last mission — otherwise, you'll have to contend with them now.

CAG (CP) — Upon takeoff you're ordered to help repel a small assault on the carrier.

CAG/Anderson (CP) — You get your briefing from the *Midway* after you're in the air, and you're instructed to take out the dreadnought.

Meanwhile, the alien fleet is massing on the other side of the wormhole gate.

Combat Summary — TCSM 746.7

Objective Destroy dreadnought bridge; Destroy dreadnought engine

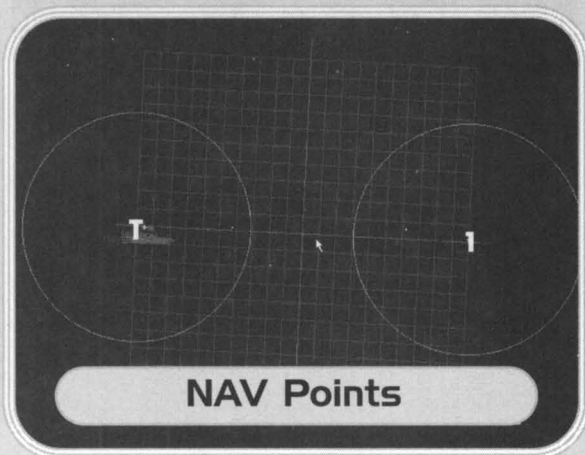
Bonus Eliminate 50% of Alien fighters; Destroy Alien Devil Ray fighter

Your Ship Devastator

Wingmen 4 (Spyder +3)

Other Friendly Ships 3 Vampire

Briefing. This is the final assault against the enemy Dreadnought, your last chance to stop it before it gets to the *Midway*.

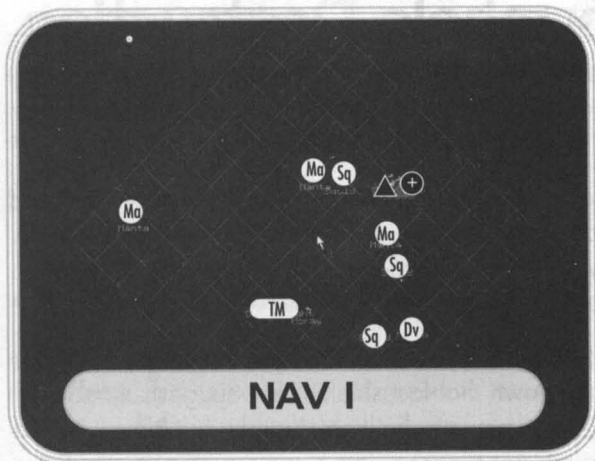


Alien Forces

Midway 2 Manta
3 Squid

NAV 1 —

Wave 1 1 Devil Ray
3 Manta
3 Squid
1 Tiamat
Wave 2 4 Moray



Notes

- ⊗ The Devil Ray ace is going to come right down your throat — you, personally. Aces are like that. Don't play around and don't try to dogfight him. Just do whatever it takes to missile him out of existence quickly. You can also try a Plasma gun blast as he's coming in. He can't decoy it, and it's sure satisfying if it works.
- ⊗ Stay on the defensive and well away from the cap ship until you've thinned out the escort enough to minimize the risk of an enemy getting on your tail during a bombing run.
- ⊗ The Vampires are going to have their hands full for awhile with the fighters, so if you didn't fulfill your last mission you may find yourself doing more of the dirty work of taking out shields and turrets than you might like.

Success/Failure

Success / Failure go to I6.



16: Kilrah — Wormhole Destruction

Finley (BR) — Finley gives everyone the lowdown on the Alien wormhole gate. She's got most of the structure figured out, and explains that by destroying its seven stabilizing towers, the wormhole will collapse.

Dekker (CP) — Dekker's group has landed aboard the Alien's wormhole control center and fought its way to the control room. He's attempting to shut down power to the wormhole stabilizing towers and notices that a nearby vid screen is broadcasting a large band of bleeps — he believes this is the enemy fleet preparing to jump through the wormhole.

Blair/CAG/Maestro/Maniac/Captain (BR) — As you're out on your mission, everyone onboard is trying to figure out how to take down that last shield. Blair suggests that a pilot be sent in to shut down the final tower. Maniac assumes he'll get the role, but Blair is intending to volunteer himself. The CAG, although not pleased, lets him go with one stipulation — that he fly with Maniac and Maestro on his wing.

Redeemer (CP) — You get a chance to refuel and re-arm when you pick up Blair.

Blair (CP) — Blair orders you cover his six while he boards the command center and drops the shields. Then, he orders you to take out the last tower while he makes his escape.

Blair (CC) — Before Blair can exit the command center, he runs into the Alien Warlord, the same one that interrogated him on Dula Seven. In rage, Blair rushes the Alien and attacks him at point-blank range with his weapon.

At the same time, you've finished your attack on the wormhole. As it swallows the incoming Alien fleet, your wing takes a victory trip back to the Midway.

Combat Summary — TCSM 747.9

Objective Destroy wormhole gate towers

Bonus Protect friendly craft; Eliminate 60% of Alien fighters

Your Ship Vampire

Wingmen Stiletto

Other Friendly Ships Marine LC; (later) 3 Vampires (Zero +2); (after refuelling) Blair, Maniac, Maestro

Briefing. This is it. You're assigned to escort a marine LC to the Alien wormhole. The marines will go in and take down the tower shields, while you take out the towers themselves.

NAV Points

Wormhole

NAV I

Alien Forces

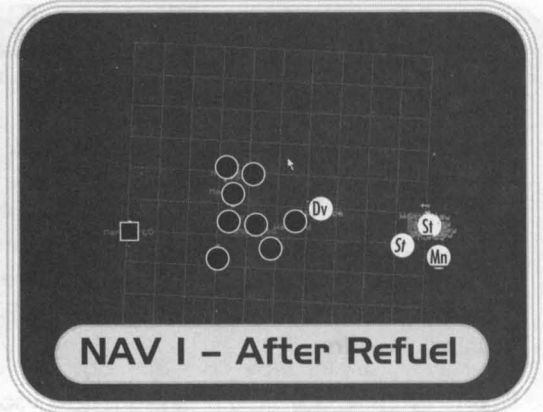
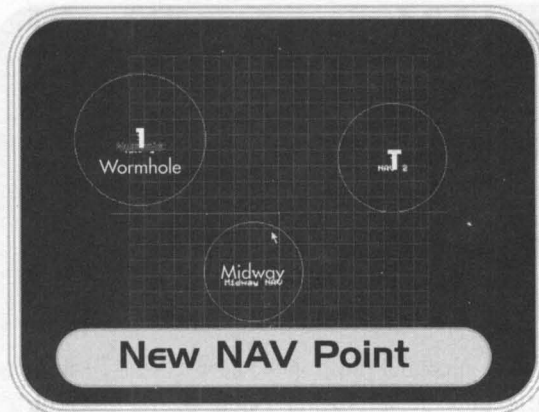
- Wave 1 1 Devil Ray
4 Manta
- Wave 2 Infinite* waves of
Manta, Moray,
Squid, Stingray &
Lamprey

After refuelling:

- Wave 1 9 Stingray
5 Manta
3 Moray
1 Devil Ray
- Wave 2 Infinite** waves of
Stingray, Manta &
Moray

*Until marines enter gate structure

** Until gate is destroyed



Notes

- ⊗ This is a very complicated mission. Here's how it works.
 - You and Stiletto go in with the marines.
 - A few minutes later Zero shows up with reinforcements.
 - The marines take down 6 of 7 towers, but then get pinned down by Aliens.
 - Cut away to the Midway, where Blair volunteers to go in alone (while the Aliens are distracted by the marines) and take down the last tower.
 - You're ordered to rendezvous with Blair, Maniac and Maestro at a refuelling point.
 - You return to the gate just in time to greet the vanguard fighters of a huge Alien fleet.
 - Blair takes the shields down, you take out the tower.
 - Blair is surprised by a bug on his way out as the tower blows.
 - Everybody else goes back to the Midway for a party (a bittersweet party, but a party nonetheless).
- ⊗ "Infinite waves" just about says it all. This mission is a sheer test of endurance.
- ⊗ Defend yourself, but remember that your first priority is to take down the towers as the shields go out.
- ⊗ On the last tower, you only have a few seconds between the time the shields go out and the emergence of the Alien fleet (i.e., take out the last tower fast, or lose).
- ⊗ There is, of course, nothing you can do to save Blair. Not even his body can be found ...

Success/Failure

Success you win. / Failure you lose.

L1: Hellespont — Callisto Defense

No conversations occur before this mission.

Combat Summary — TCSM 048.7

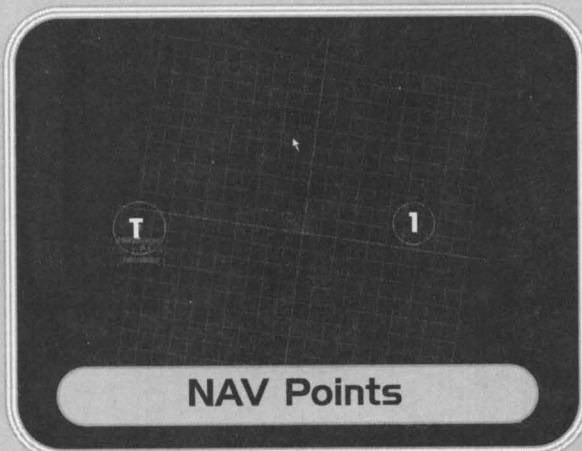
Objective Intercept Alien bombers; Defend Confed space station

Secondary Destroy Alien fighters

Your Ship Panther

Wingmen Maestro, Stiletto, Zero

Briefing. The Aliens have to be stopped at the strategically crucial Callisto space station. You're sent out ahead of the Midway to intercept the Alien vanguard.

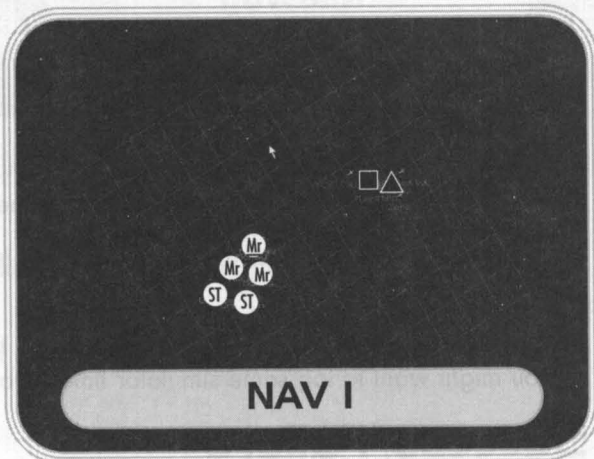


Alien Forces

NAV 1 — 5 Moray
2 Skate-T

Notes

- ⊗ This is the easiest of the L-series missions; a simple dogfight, even odds.
- ⊗ You may want to order your wingmen to keep the Morays busy while you concentrate on the bombers. If everyone hits the bombers at the start, it becomes too easy for the Morays to get on your tails.



Success/Failure

Success go to L2. / Failure go to L2.



L2: Hellespont — Jump Point Standoff

No conversations occur before this mission.

Combat Summary — TCSM 049.6

Objective Defend Confed space station; Defend Shrikes

Alpha Wing Intercept Alien bombers; Eliminate 66% of cruiser turrets; Eliminate Alien corvettes

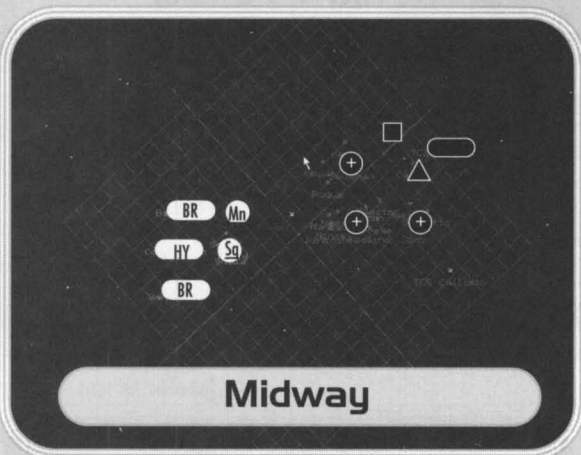
Bonus Eliminate Alien fighters

Your Ship Tiger Shark

Wingmen Stiletto, Maestro, Zero

Other Friendly Ships Midway, 4 Shrike, 4 Wasps

Briefing. This is the major defense of the Callisto space station. You must stop the alien force coming through the jump point.



Alien Forces

6 Squid
2 Manta
2 Barracuda
1 Hydra

Notes

- ☛ The Midway is launching such an overwhelming force that you can pretty much choose what your wing will do and trust that one of the other wings will pick up the slack.
- ☛ Ideally, however, the best role for your wing is to take out all the Manta bombers as quickly as possible.
- ☛ If by now you're used to Panthers, remember the limitations of the smaller Tigershark. You might want to log some simulator time before this mission.

Success/Failure

Success go to E1. / Failure & Midway destroyed you lose. Failure & Midway survives go to L3.



U3: Hellespont – Last Stand at Alcor

No conversations occur before this mission – it's a scramble.

Combat Summary — TCSM 050.I

Objectives Defend jump point; Ensure carrier elimination; Ensure cruiser elimination

Alpha Wing Defend Shrikes; Eliminate Alien corvettes; Eliminate 66% of cruiser turrets; Eliminate 66% of carrier turrets

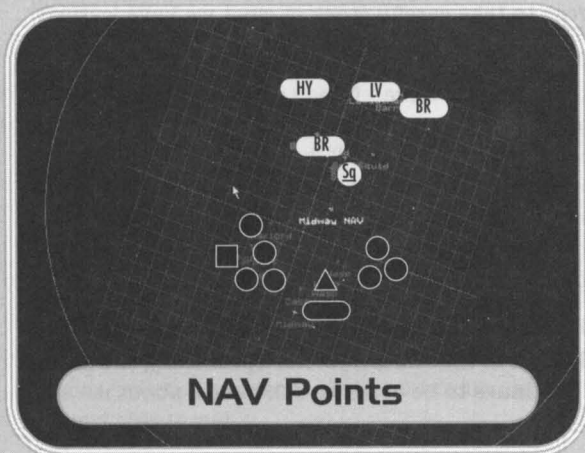
Bonus Eliminate 66% of Alien fighters

Your ship Wasp

Wingmen 3 (Stiletto, Maestro, Zero)

Other Friendly Ships Midway, 4 Panther; (later) 4 Shrike (Maniac +3)

Briefing. Another alien force has come through the jump point. You must stop them now or earth is next!



Alien Forces

Wave 1	5 Squid
	2 Barracuda
	1 Hydra
	1 Leviathan
Wave 2	5 Manta
	1 Leviathan
Wave 3	5 Manta

Notes

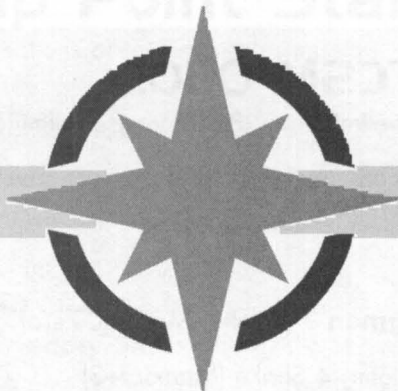
- ☉ Shield and turret destruction is essential — you have four Shrikes against two cap ships.
- ☉ Keep an eye on the Manta bombers in case they make a break towards the *Midway*. If that seems to be on their mind, taunt them to draw them away.

Success/Failure

Success go to E1. / Failure you lose.



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MEMO

From Confed Military Intelligence

To All clearances TS/SI 1, 4, 7-9, 11,
22 and ELITE

Re Alien Threat

With the successful conclusion of the recent engagement against the Alien enemy code-named "Nephilim," it is time for all forces to take careful stock of what we have learned about this new enemy.

Thanks to the herculean efforts of the Kilrah strike force – in particular, the *Midway* and her crew – we have gathered literally volumes of data about Alien technology, physiology and language. This data is currently being processed with all due speed and will be disseminated through this office, to all appropriate channels, in both summary and expanded format, effective starting immediately. This intelligence has already proved invaluable in the recent campaign, and as it is processed and acted upon it will continue to provide a crucial strategic edge if any future conflict becomes necessary.

In one important respect, however, we remain precisely where we were when the first reports of Alien invasion began to trickle out of the Kilrah system. Specifically, the most terrifying thing about this new enemy continues to be what we *don't* know about it.

In Summary:

We do not know where the Aliens come from. Research is aggressively pursuing all available avenues to trace the Kilrah gate back to its alpha terminus, and these inquiries are not without promise. However, any deductions which may arise are highly theoretical and speculative, and must continue to be regarded in that light until such a time as we can actually follow an Alien force back to its point of origin.

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We do not know why they came. What brought them to our space? And why now? The Kilrathi believe that the Aliens have observed our part of the galaxy for millennia, waiting for such a time as its inhabitants became “worthy” of their violent attentions. This particular belief — that the Aliens have been watching us since ancient times — is proving disturbingly attractive to the more paranoid fringe elements of human society as well, which are identifying the Aliens with everything from the “Alien abductors” of 20th century legend to the Biblical demons they are (perhaps unfortunately) named for.

From the scale and precision of the Aliens’ Kilrah operation, it seems virtually certain that they did not simply “happen” upon Human/Kilrathi space, but that leaves totally unanswered the important questions — how long have they been watching us, and what they were waiting for?

We do not know what they want. Of all the broad unknowns, this is perhaps the most troubling. Wars are seldom won by annihilating the enemy; instead they are won when the enemy is convinced that his strategic goal is unachievable. Do the Aliens seek conquest? Plunder? A xenocidal purge? Information? (A strong school of thought among strategic analysts suggests that the entire Kilrah operation was simply a large-scale recon-in-force designed to test the limits of our defenses – see Damon, K’ken and Chou, xref 44A-GF67.)

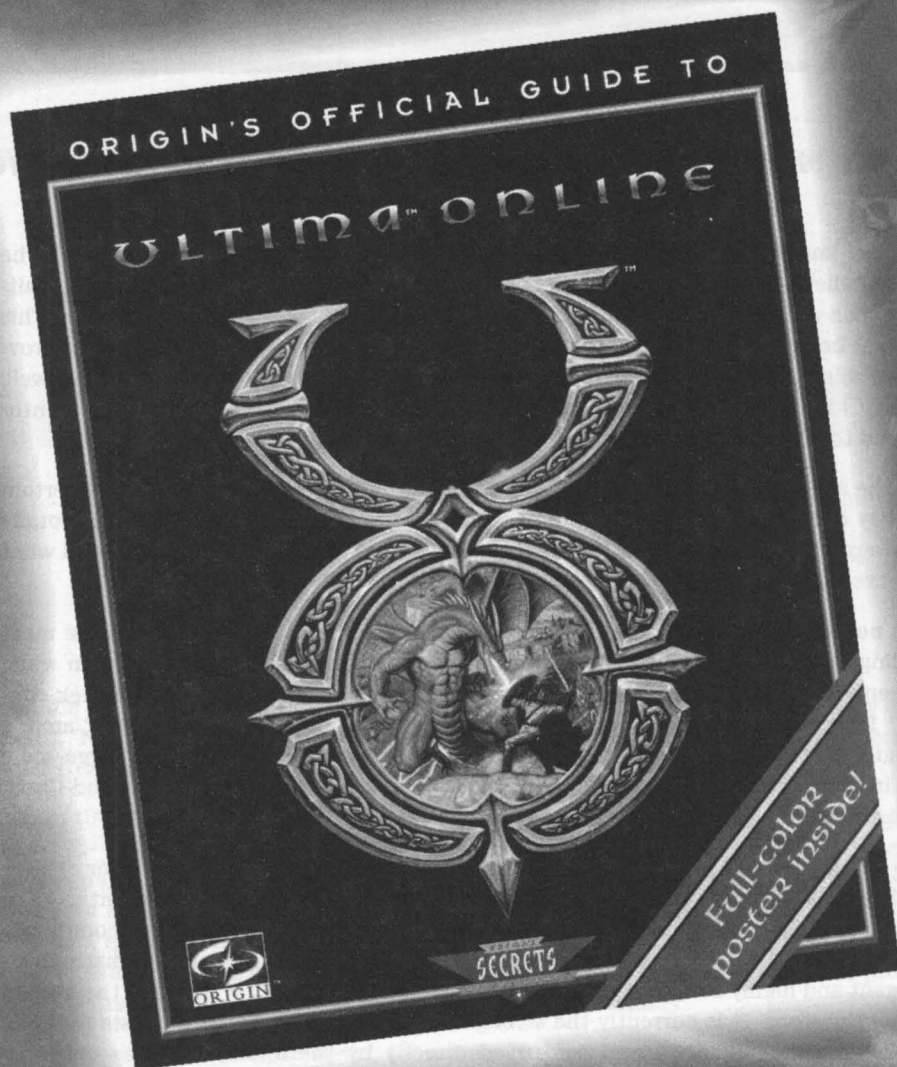
We do not know what is dictating their strategy. None of the enemy warriors or officers (if, in fact, that distinction has any validity among the Aliens) so far interrogated seem to possess anything approaching the scope of imagination required to plan and coordinate the Kilrah operation. The Aliens directly encountered so far are astoundingly disciplined, intelligent and highly adaptable, but they do not seem to be at all *creative* in the human sense of the word. It is currently the strong consensus among TCMI analysts that the operation was not planned and controlled directly by the forces which executed it. Exactly what the nature of this hypothetical controlling intelligence may be is not known. Discovering the answer to this conundrum may prove to be the key to long-term success against this threat.

Therefore, to put all the above factors together at the most primal level ...

We do not know what they may have held in reserve, to use when they come back.

It seems virtually certain, however, given even the little we do know about the Alien psychology and their tenacity and lack of human fear, that they will be back, and probably in the very near future.

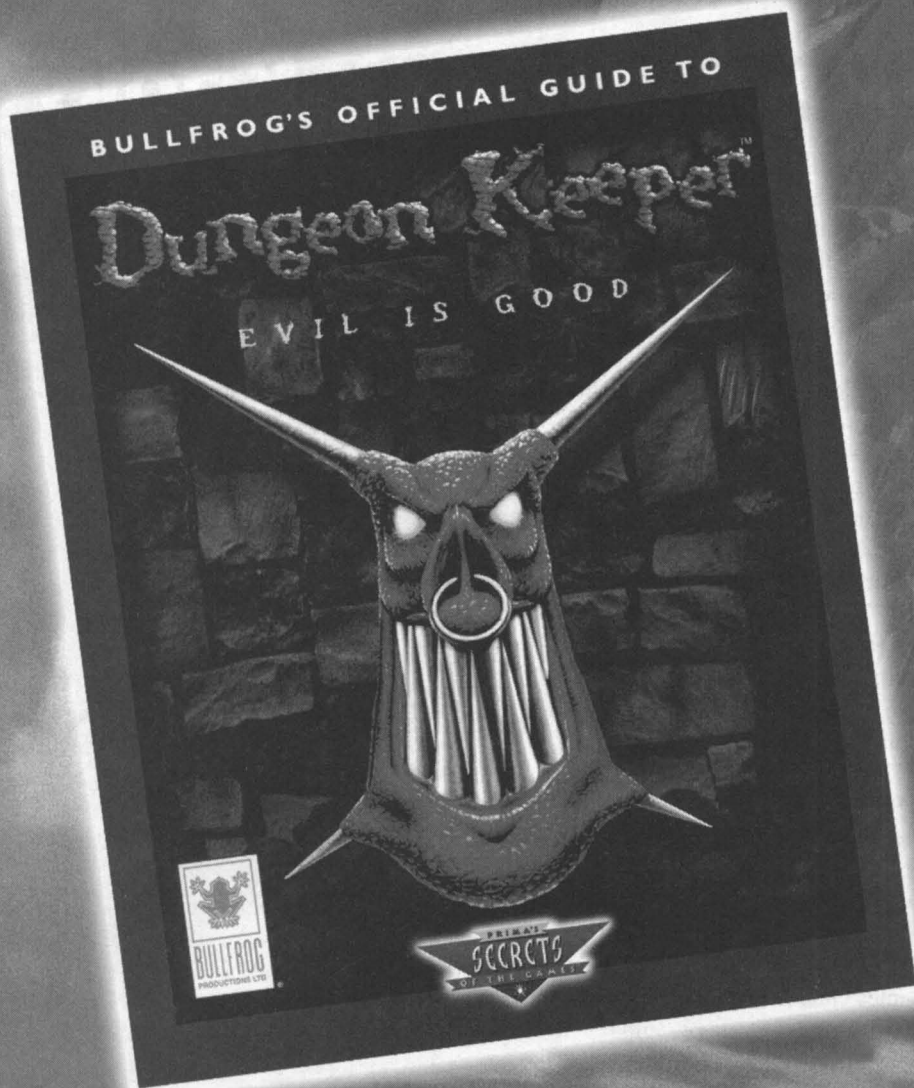
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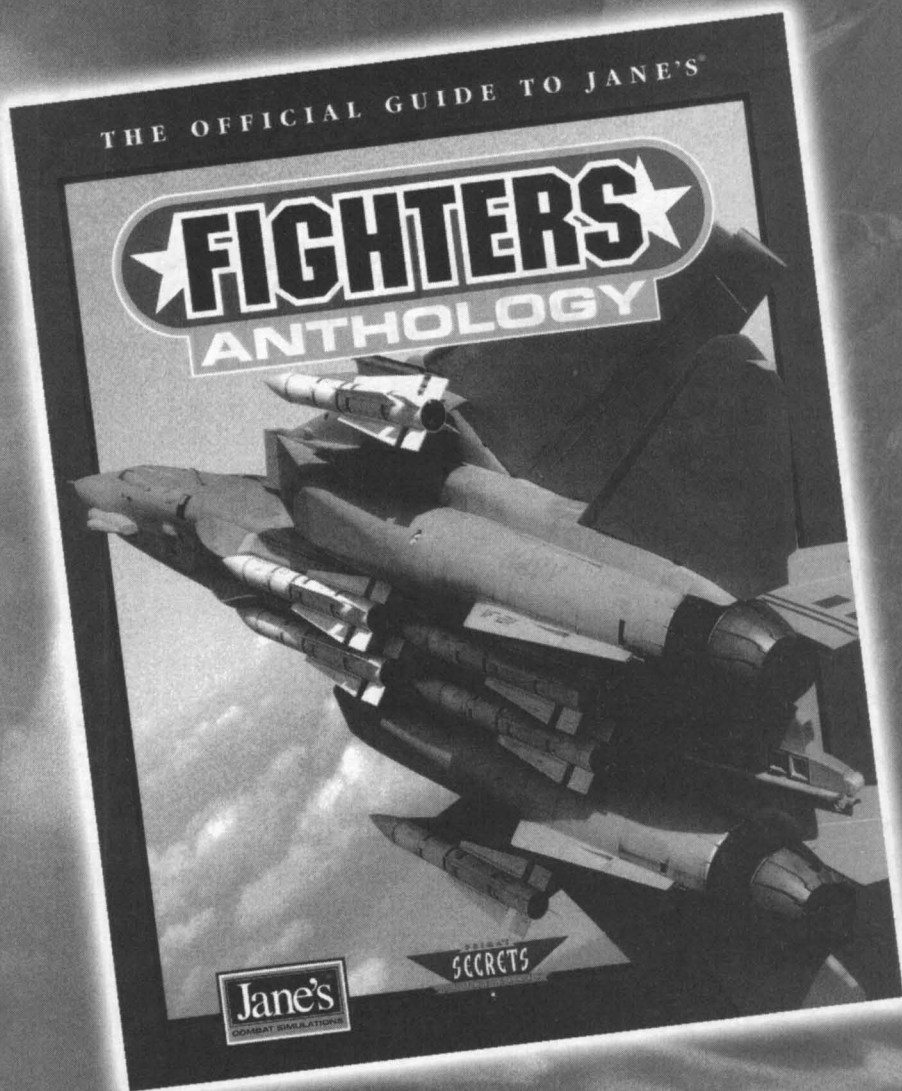
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